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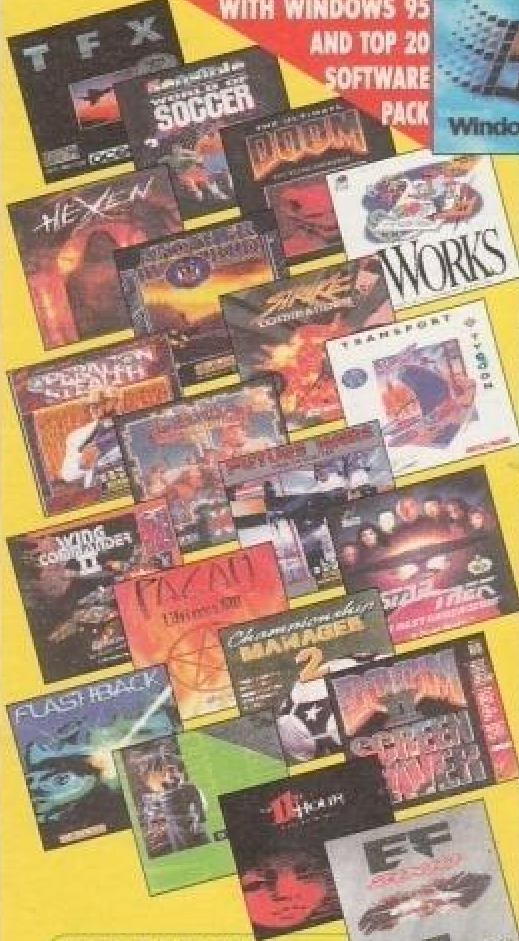

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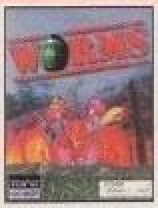

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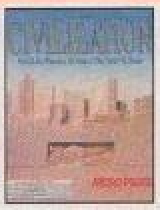

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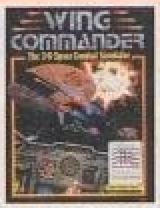

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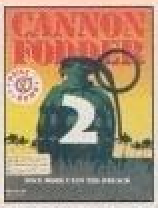

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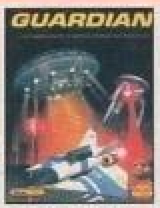

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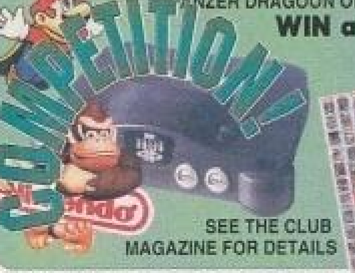

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THIS IS... AMIGA POWER

AMIGA POWER

ISSUE 59 MARCH 1996

AMIGA POWER IS BROUGHT TO YOU UNDER
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Call us for a chat if you like, but don't ask for tips or we'll be unforgivably rude to you.

WE WERE PLEASED TO NOTE
that with Cam being out of the office for much off the month there are noticably fewer movie references in the magazine. We even ignored his suggestion about mentioning Heat in this very bit right here. He wanted us to say it's billed as the first on-screen meeting of Pacino and De Niro, even though they only meet twice in the whole film and even though they were both in Godfather 2. But we refused.

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July-December 1995

THIS MONTH WE WERE
Overtaken by events

© Future Publishing 1996

REGULARS

8 NEWS
The news pages have been called "True Stories" since the dawn of AP. Because they contain stories. Which are true. Mostly.

43 BACK ISSUES
If you thirst after righteousness, then you've come to entirely the wrong place. Sorry. If you thirst after old issues of AP and some cut price games (Of Champions) then allow us to quench you.

44 COMPLETE CONTROL
If you're too lazy to finish games by yourself and you want someone to help you, C-Monster will be much more patient with you than the rest of us and might even offer some assistance.

54 LETTERS
The letters pages have been called "Do The Write Thing" since the dawn of AP. So long, in fact, has that been their name that we take it entirely for granted and have completely forgotten that it's a clever play on words.

58 THE BOTTOM LINE
Buyer's guides are such handy things, don't you think? We certainly do, which is why we present these lovingly crafted potted reviews each and every month.

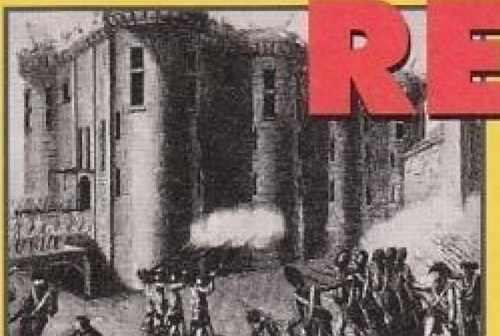
64 READER ADS
Our reader ads pages haven't existed since the dawn of AP and have been called "The Secret Car Park" for only a few months. We do make the occasional change.

66 THE BACK PAGE
Now, this definitely changes every month. And jolly funny it is too.

SPERIS

Graphic adventures come in a wide variety of shapes, sizes and hues. This one has a strangely Japanese air about it and we've promised not to mention *Zelda* because that's not fair. It certainly has a distinctive appearance, but how does it play? Page 20.

REBEL!



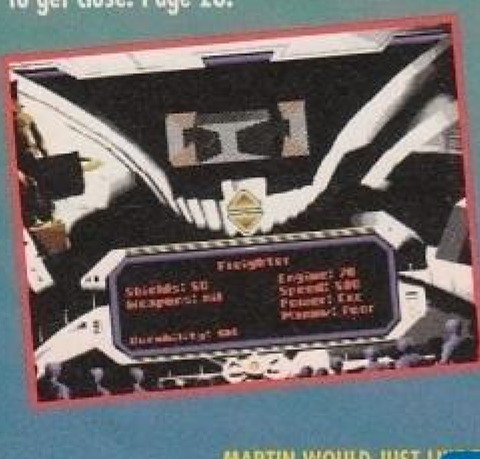
Wearing badges is not enough. It's all very well sitting there complaining about the system, why don't you get up and do something about it? AMIGA POWER brings you the essential guide to revolution and insurrection in this handy pull-out guide. Centre Pages.

STAR CRUSADER

Picture, if you will, a cross between *Wing Commander* and *Elite*. Have you done that? Good. Now picture it not being any fun to play. You're beginning to get close. Page 28.

WORLD GOLF

There was a demo of this on our coverdisk last month which excited us sufficiently to please us considerably when we received the full version. Until we had a good look at it. Page 24.



PLAYER MANAGER 2 EXTRA

It's not all camel coats and Page 3 Stunnas in the footy business, you know. If only there were, perhaps we'd all get into football management. But then who would be left to write AMIGA POWER? Who indeed. Page 26.

KE TO SAY: "I don't know and I don't care!"

KE TO SAY: "I'll call you back: he's running her over with his tricycle."

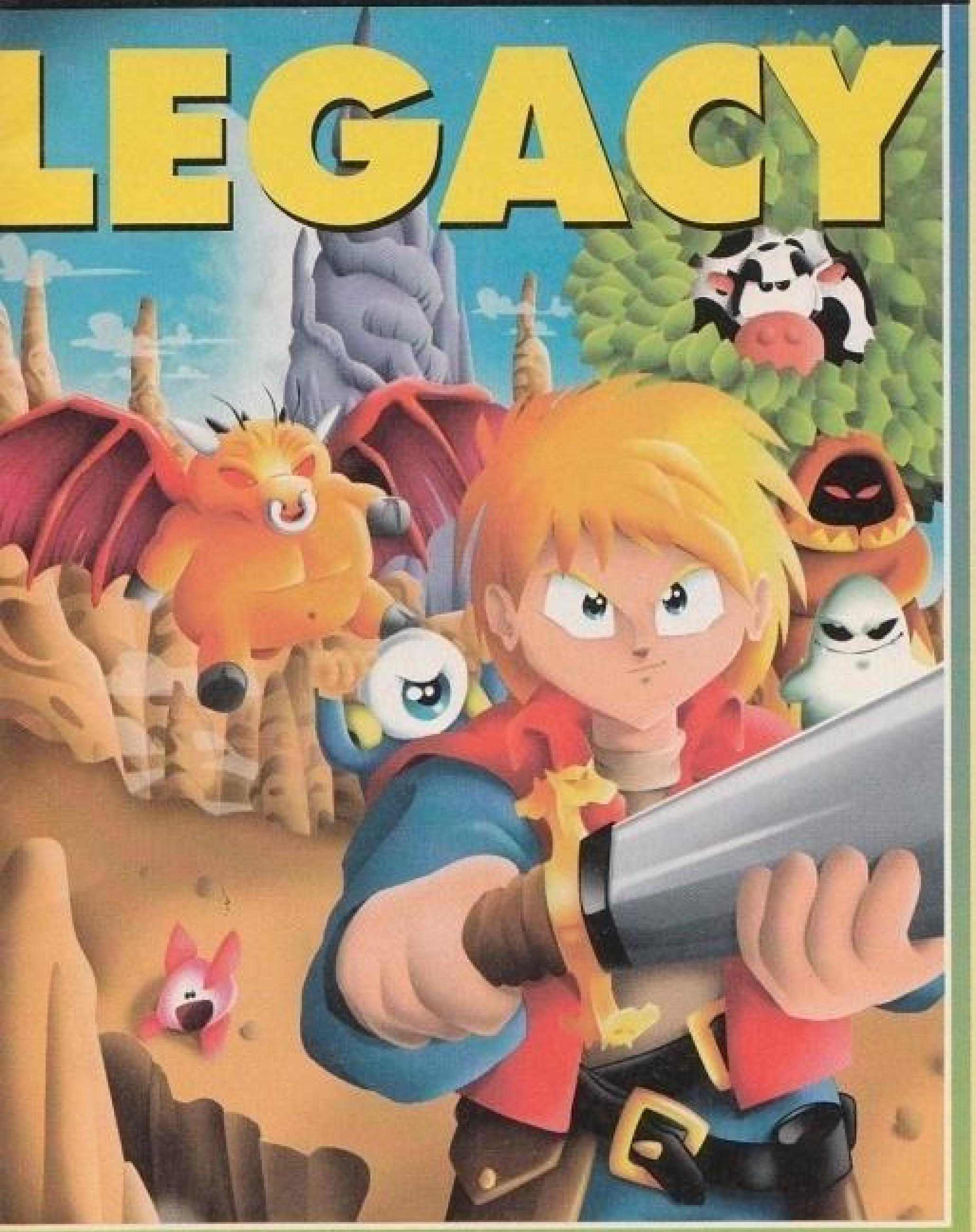
MARTIN WOULD JUST L

JACK WOULD JUST LIKE

OVER 13

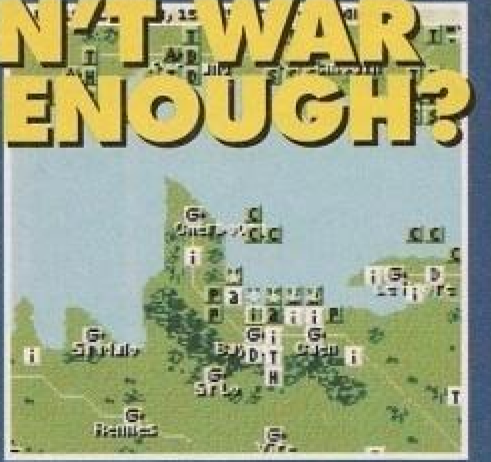
PEOPLE HAVE PHONED FOR HELP WITH THE SWOS TEAM EDITOR

LEGACY



WHY ISN'T WAR HELL ENOUGH?

Whatever happened to Matthew Broderick? We might never know, and you'll certainly not find the answer in Cam Winstanley's pleasant personal stroll through the world of bellicose strategy games. Page 32.



REVIEWED THIS ISSUE

MARCH 1996

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of the way, while a small child fired peas at us, we heave our weary bodies into shopping trolleys. With the disks. For you.

disk 59

disk 59
AMIGA POWER

INTRODUCING COVERDISK 59

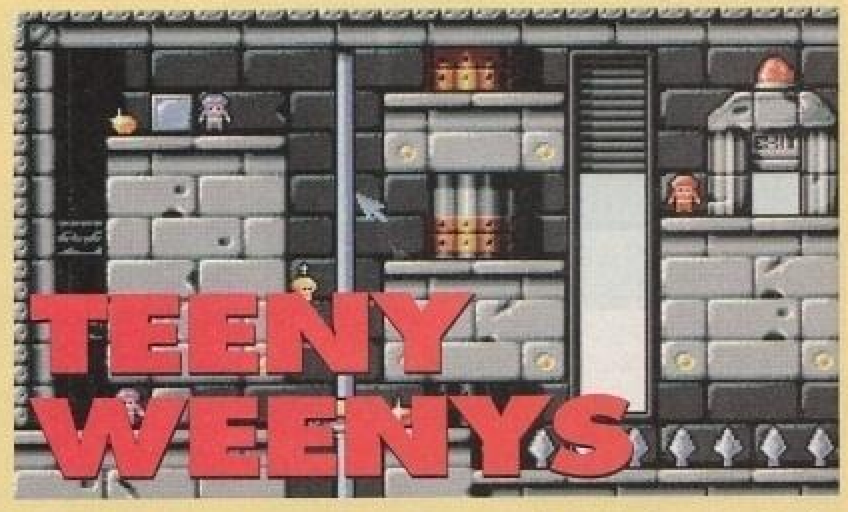
EXTREME RACING

We couldn't decide whether *Extreme Racing* was *Mario Kart* – but on the Amiga, or not. At least, not publicly. Play this demo and see what you think.

DELUXE GALAGA V2.6

The mightiest shoot-'em-up EVER. And it's now yours to play until your heart bursts with satisfaction. Which will prevent you from playing it again.

TEENY WEENYS



Imagine if you were trapped in your home and had to rely on your family to help you escape. Then get on with playing this demo.

PLUS! AB3D FIXER

GOT A FAULTY DISK?

- Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, chuck it in an envelope along with an explanatory letter and a padded self-addressed envelope (don't bother with a stamp; hey, it's their fault), and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk 59 Returns, TIB, 11 Edward Street, Bradford BD4 7BH. Quite why TIB continue to send us poor colour photocopies of AP's disk labels we'll never know.

disk 59

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.

- To find any of the games, all you have to do is switch off your machine, insert the appropriate coverdisk, and switch your machine back on again.

- The disks will automatically decompress. It's all quite foolproof. You just need 2 spare disks.

- Just to be on the safe side, though, the on-screen instructions lead you through.

- You'll have to reset your machine in order to move on to load the disks. The games can be loaded by either booting the new disks or by loading Workbench for some of them. Instructions for each game are on the disks.

- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or more before loading a new program will help prevent disks being infected by stray viruses.

- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?

- Try all that stuff again, making sure you've disconnected any peripherals that the program might plausibly not 'like', such as external drives.

- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 59 Returns
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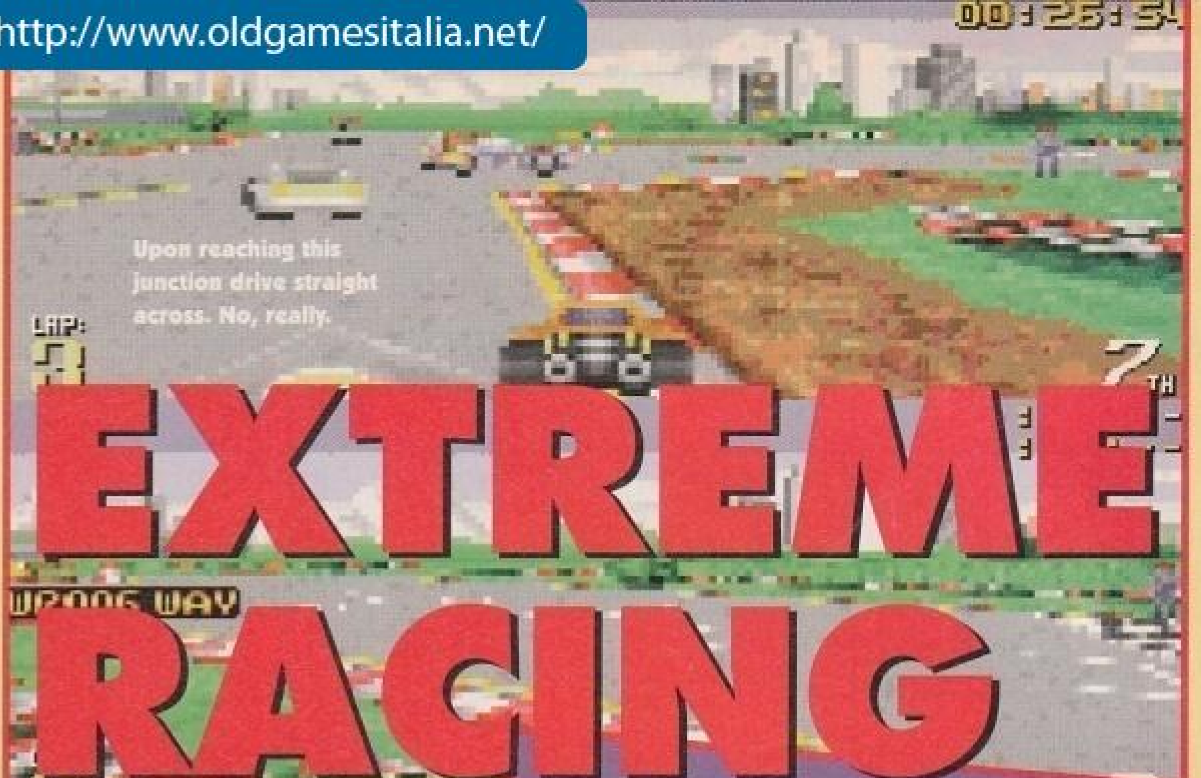
11 Edward Street
Bradford BD4 7BH

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to TIB. Please.

- We're hoping you're reading this bit too, because sometimes the advice falls on deaf ears. HEED THE ADVICE OR BE DAMNED!



Upon reaching this junction drive straight across. No, really.

EXTREME RACING

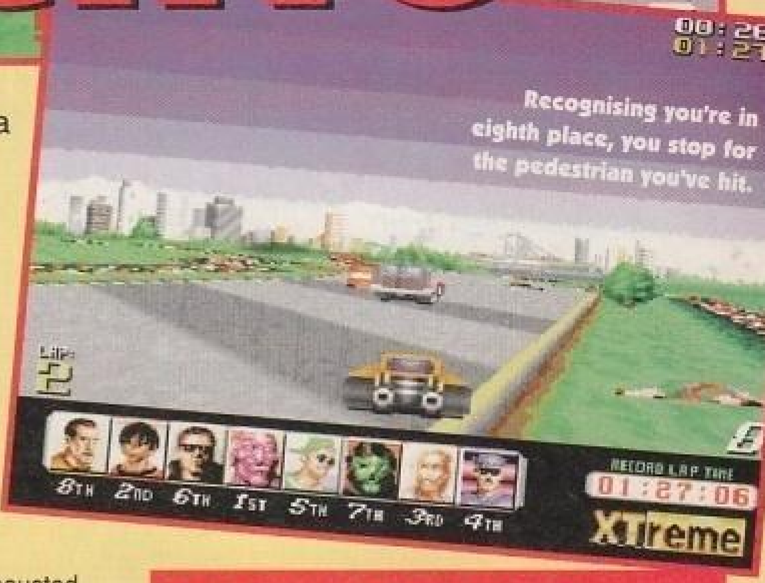
A1200 ONLY **Author:** Silltunna Software

We like *Wacky Races*. And we like *Mario Kart*. *Extreme Racing* is a combination of the two – but on the Amiga. Or is it? OR IS IT?

Better let you, our hallowed readers, decide that one. So, being the theocratic democracy that we are, AMIGA POWER is now proud to present a one circuit demo of *Extreme Racing*; the game you could shake a thousand options at and still not have exhausted the customisation abilities of the game.

The aim is simple. Drive five laps on a figure eight circuit and beat all other pretenders to the, erm, figure eight circuit crown. To help in this heady task there are power-up icons which, when spotted, we COMMAND you to drive over. Some will give the car a speed boost while others arm the car with missiles, bombs, bannana skins, and homing missiles. How they are used is up to the individual cunning and cruelty of the driver.

If taking on inanely stupid computer drivers does not appeal to the Michael Shoeslapper in you, how about taking on your mum? Yes, thanks to our mightiness, we have procured a two-player option that splits the screen and compels drivers to be more anti-social into the bargain. Truly tremendous road jousts are now yours for the taking.

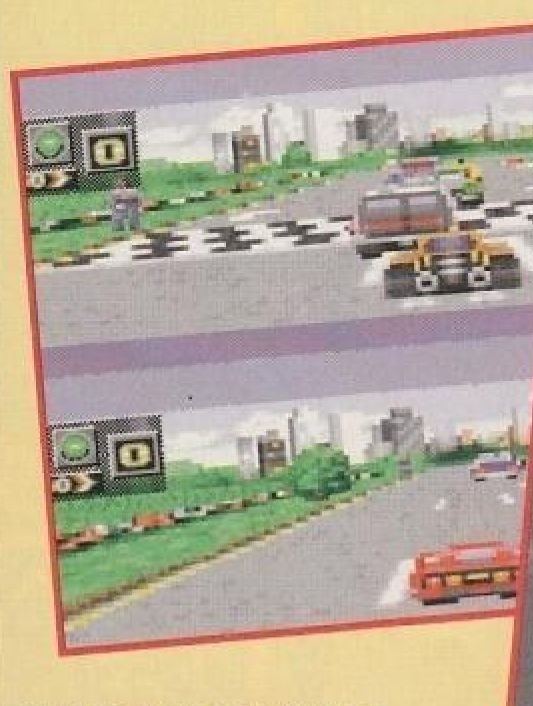


Recognising you're in eighth place, you stop for the pedestrian you've hit.

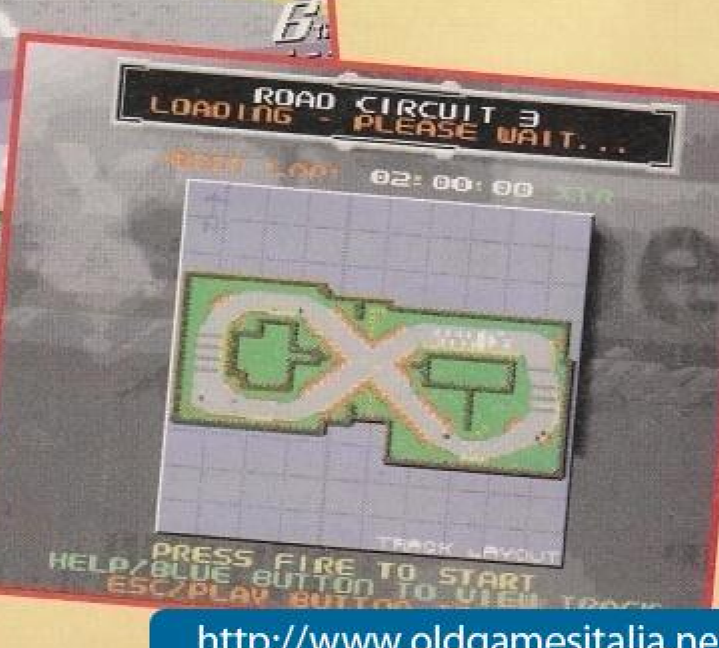
GET A GRIP AND CONTROL YOURSELF

Owners of those strange machines known as expanded Amigas can make use of arcane features, provided within the game, to improve such things as the screen height, width, and resolution. More adventurous souls can try playing around with the frame rate and the running speed.

Gaining access to the options couldn't be easier. While playing the game press the escape key and move the joystick from left to right to reach whatever screen's relevant to your needs. Play around and have fun.

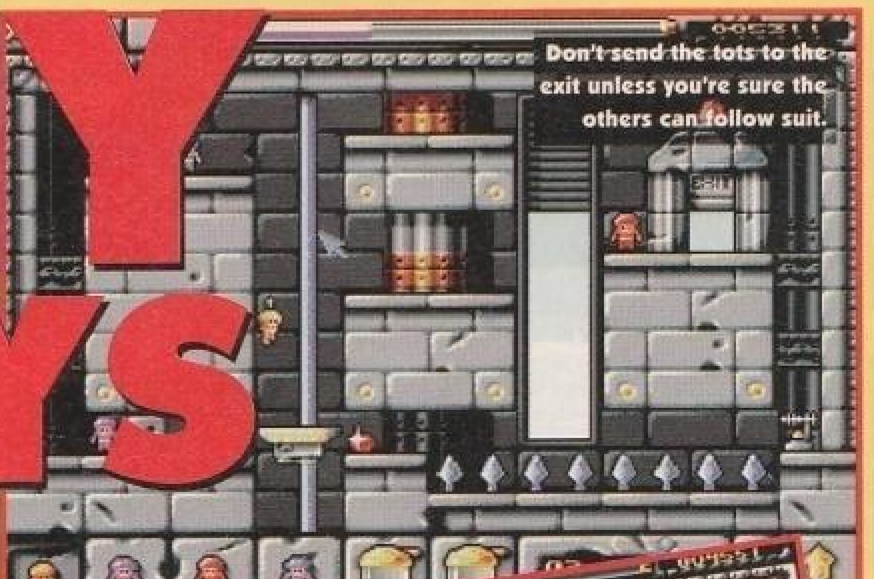


Worship us from afar for bringing you this split-screen two-player mode. And then wreak havoc on your mum.



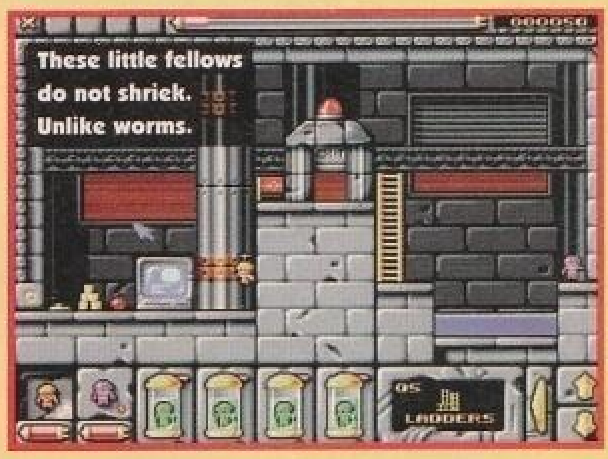
This is the figure eight circuit on which you are required to display your MIGHTINESS. So, be MIGHTY.

TEENY WEENYS

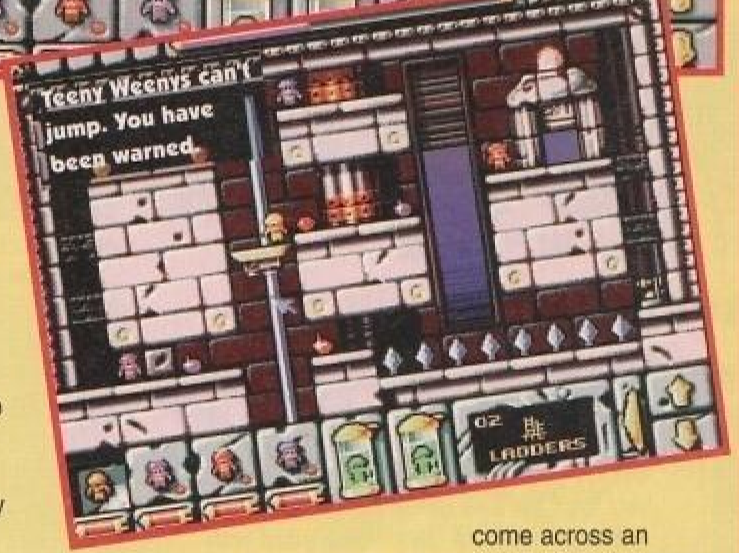

Don't send the tots to the exit unless you're sure the others can follow suit.

NOT A500 **Author:** Malcolm Lavery

Without a glimpse of a yellow polka dot bikini in sight, this *Teeny Weenys* demo is a cunning *Lemmings* come *Chaneques* derivative that'll frazzle your can't-quite-work-out-that-bit-of-the-puzzle brains.



These little fellows do not shriek. Unlike worms.

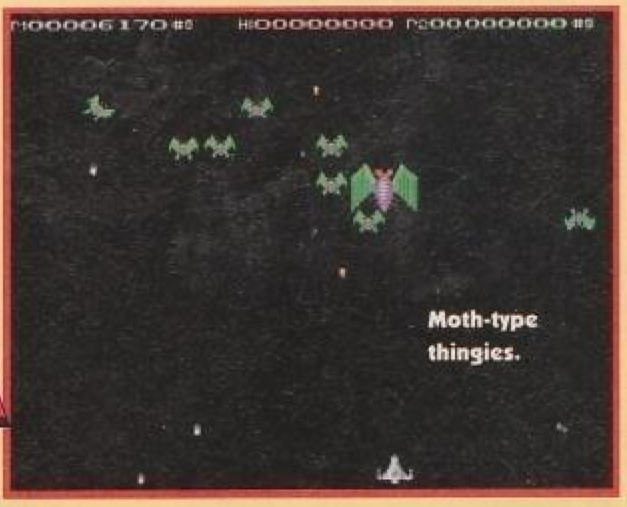


Teeny Weenys can't jump. You have been warned.

The aim of the game is to guide the little fellows to the exit within an allotted time span. Control of individual Teeny Weenys is achieved by selecting one of the Teeny Weeny icons at the bottom of the screen. Each Teeny Weeny has a pocket, the contents of which can be accessed using the arrow keys. To use what's in a Teeny Weeny's pocket click on the right mouse button. The use of objects is pretty much self evident.

Moving the little chaps couldn't be easier. Point to where you want them to go and they will head in that direction. If they come across an obstacle they will stop and await another instruction. And that's it. There are instructions on the disk that will help if you get particularly stuck.

DELUXE GALAGA V2.6



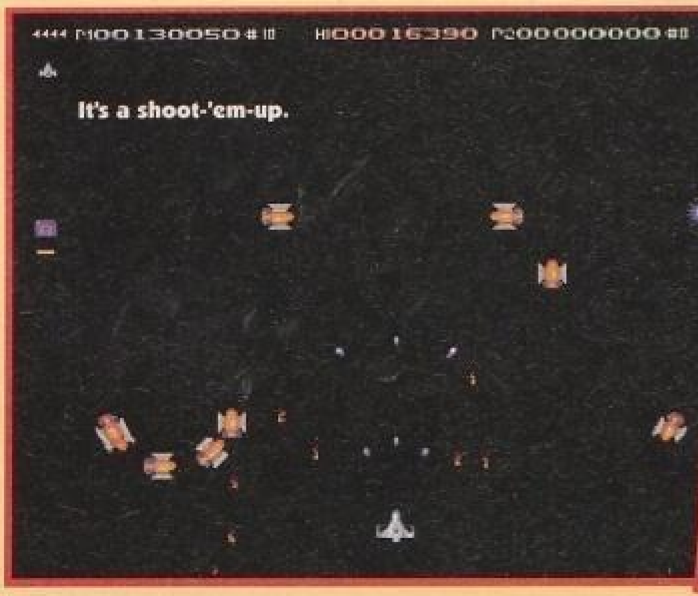
Moth-type thingies.

NOT A500 **Author:** Edgar Vidgal

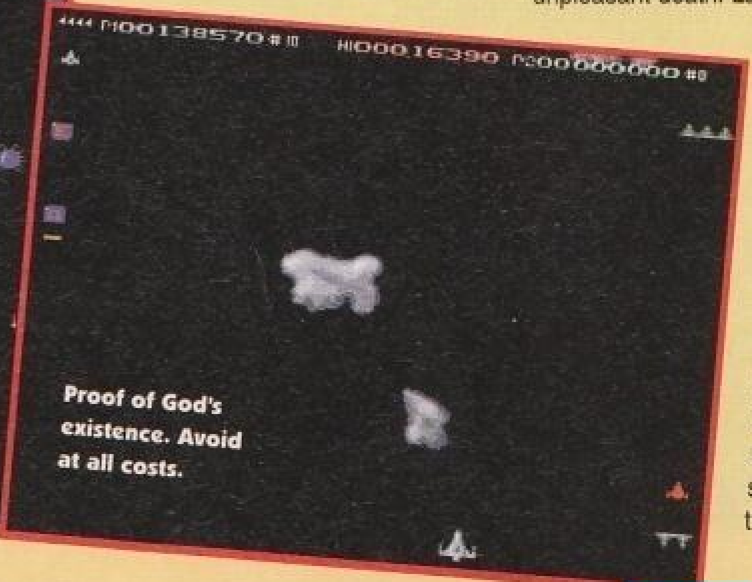
Deluxe Galaga is one of the best shoot-'em-ups for letting off steam. Collect money, collect power-ups (some via a memory game), collect a high score and transform your little ship into the leanest, meanest and most awesome fighting machine in the galaxy. Ever.

Try not to get hit. This loses weapon power, speed and bonus time. As the levels progress, it becomes even more important to avoid an unpleasant death. Later levels need all the fire power that can be mustered.

Keep an eye out for mother ships, rockets, warp malfunctions, super guardians and Super Cash Ships. There are also loads of secrets to be discovered. Alternatively, some of them can be bought in the space shop. You've got to have fifty credits available to enter. If so, it'll appear every four levels. Some seriously handy power-ups can be bought from the shop. So try to keep picking up those credits.



It's a shoot-'em-up.

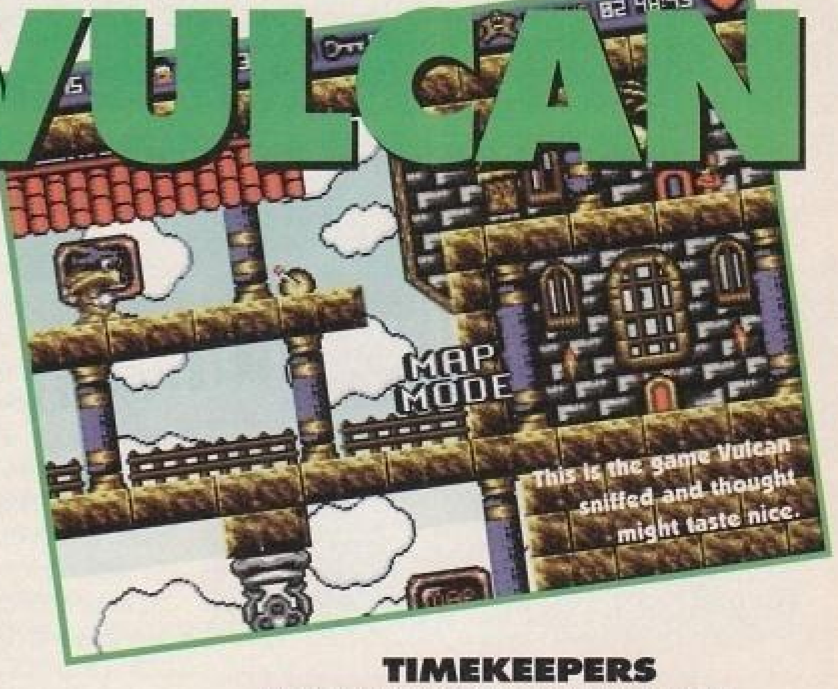


Proof of God's existence. Avoid at all costs.

TRUE STORIES

Not even vaguely connected to the local council's plans to build a series of low-rise flat estates. Each of the flats with two storeys.

NEWS FROM PLANET VULCAN

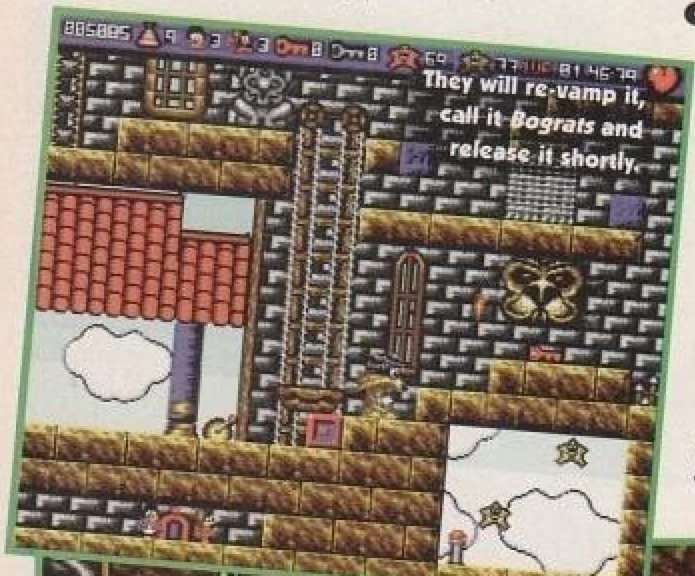


This is the game Vulcan sniffed and thought might taste nice.

If only we had something to fill the lead news page. Wow!

Little do you realise how much we protect you from the awful world of Public Relations. We are daily bombarded with drivel from all corners of the circular globe which we read, translate into English, interpret and finally pass on to you in a readable form.

Vulcan Software's press releases are quite good, though they do write to 'Jonathon Davies'. Which we still find amusing. Anyway, here, culled from the pages of their recent press offering, is the hottest of gossip from Portsmouth.



They will re-vamp it, call it *Bograts* and release it shortly.

VALHALLA AND THE FORTRESS OF EVE

Evidently, the Third Ever Amiga Speech Adventure is 'hopefully' due for release in April (though quite how a computer game can be full of hope is beyond us). *(They almost certainly mean that they hope it will be released in April. – Ed.)* It'll work on all Amigas. It'll come on six (count 'em, disk fans) disks. It will have a 1,000 word vocabulary. It will have a text option for the hard of hearing. It will have a 'kind of isometric' view point. It will cost £14.99. We'll have a full preview when we have a demo. Which should be soon. Unless we get a finished version first, of course.

TIMEKEEPERS EXPANSION DATADISK

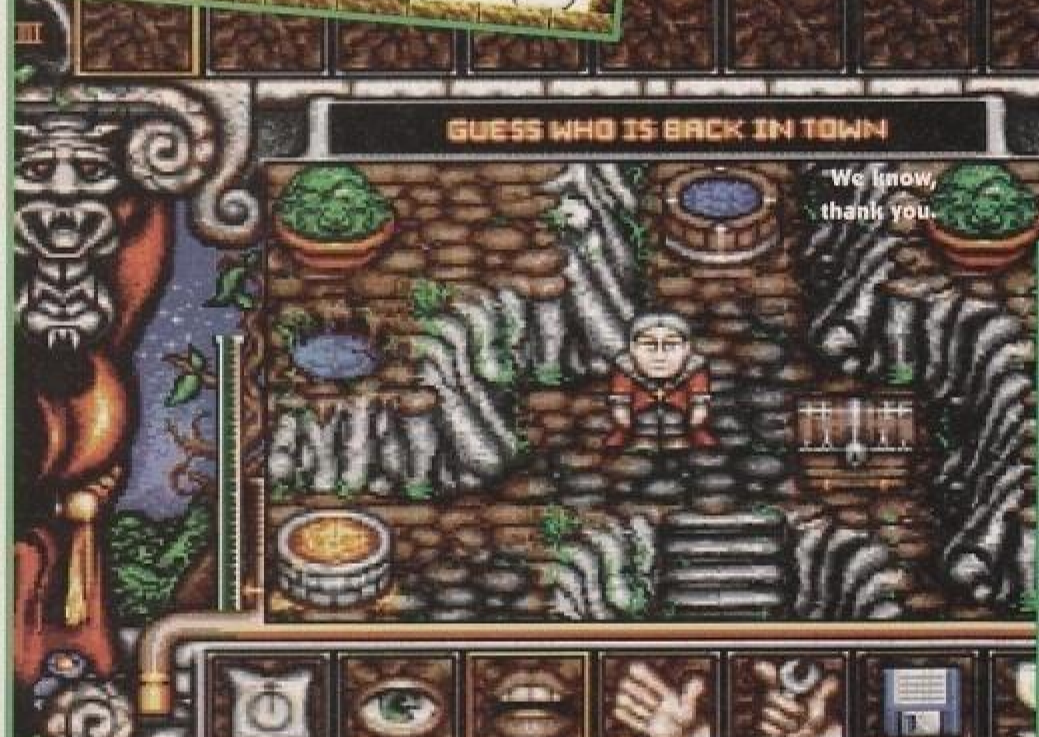
It's a data disk with which you may expand *TimeKeepers*. It has 60 more complex levels (and we're not being rude, but we're not sure if that means that they're 60 levels that are more complex or whether they're a further 60 complex levels). Anyway, we'll know soon because we'll have a review copy right here in our office before you can say, "Only £5.99? Well I never."

BOGRATS

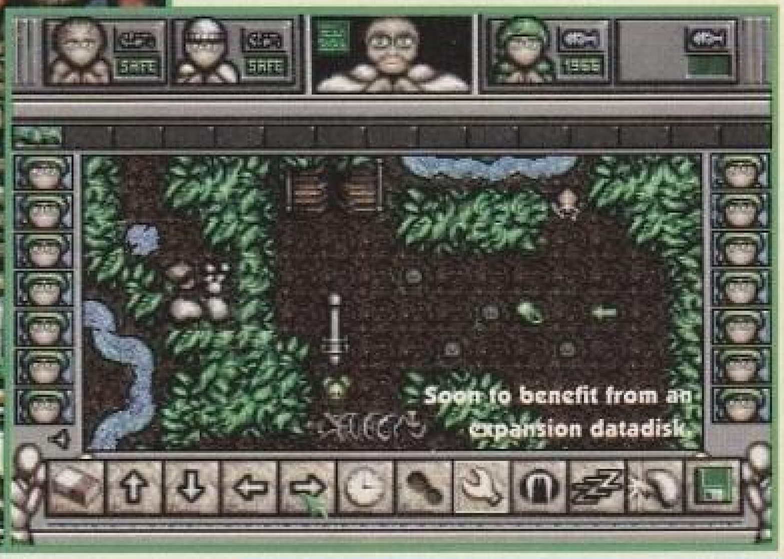
Once it was called *Penguins* and we liked it a lot. Now it's called *Bograts*, and it's been given "the Vulcan treatment". We'll have more details presently, if not sooner, because it's due for release in April.

MAT'S WORLD

A "platform speech adventure that will surly (sic) bring the A1200 to new heights." It will be out in June when it will be added to Vulcan's MiniSeries range. It says here.

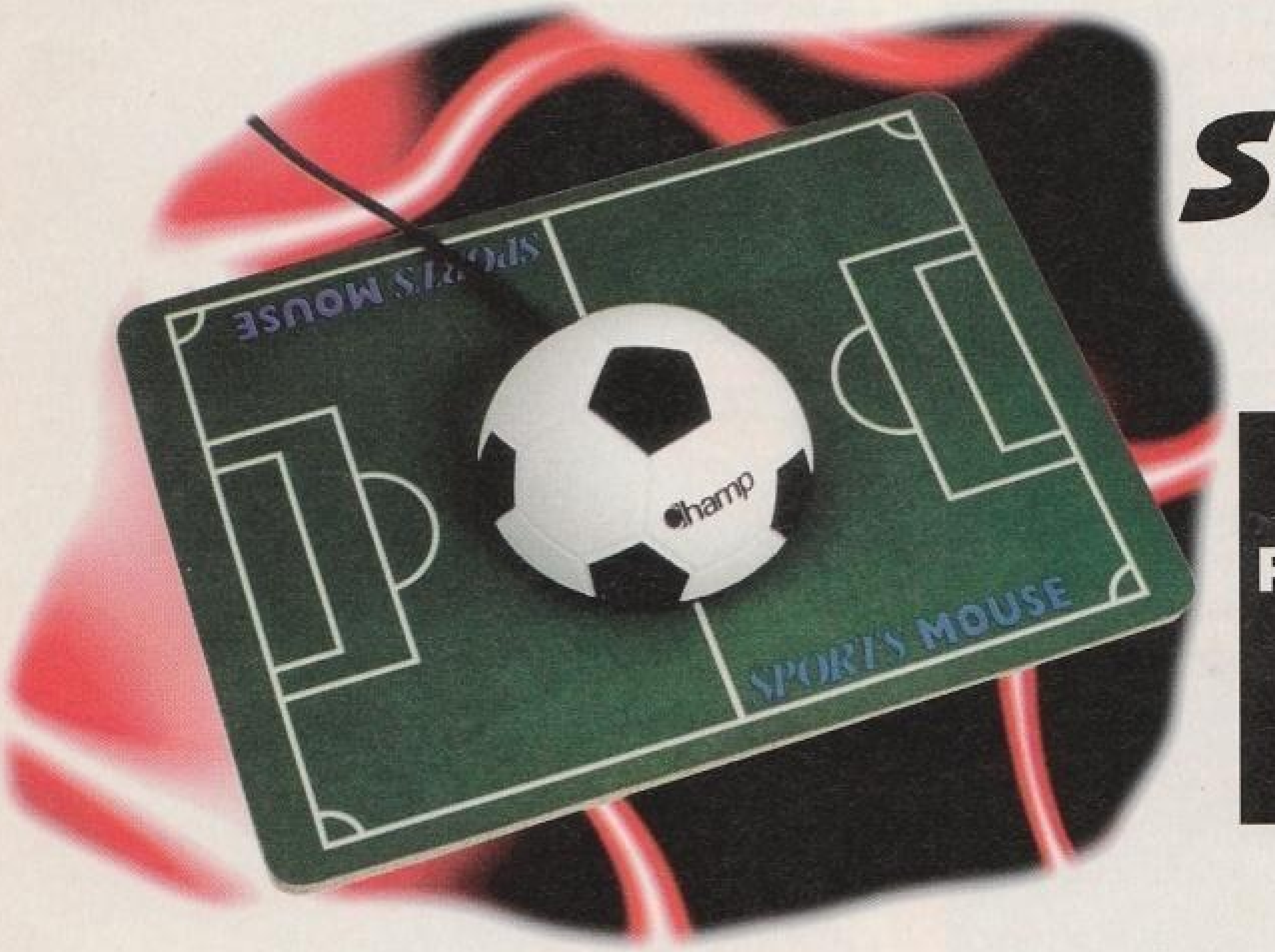


"We know, thank you."



Soon to benefit from an expansion datadisk.

FOR THE ULTIMATE HANDS ON EXPERIENCE!



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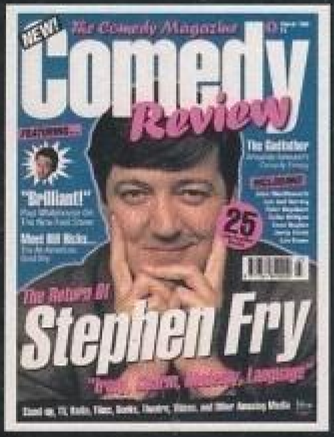
What's So Funny

Spike Milligan Stewart Lee & Richard Herring Bill Hicks Charlie Higson & Paul Whitehouse on The Fast Show Sean Hughes Armando Iannucci Bill Bailey Peter Baynham Simon Day Jenny Eclair Lee Evans Fawlty Towers Tim Firth Rebecca Front Stephen Fry Ray Galton & Alan Simpson Graham Linehan on Father Ted Matt Lucas Paul McGann Donna McPhail Paul Merton Richard E. Grant Michael Moore David Nobbs on Reggie Perrin Dennis Pennis Mark Radcliffe Andrew Sachs John Sessions Nobby Shanks John Shuttleworth Tony Slattery Victor Spinetti Mark Steel Louis Theroux Mark Thomas Tim Vine and many more...



Debut Issue On Sale Now

Future Publishing

Preview the mag on:
http://www.futurenet.co.uk/entertainment/comedyreview.html

TOP TWENTY CHARTS

1. SENSIBLE WORLD OF SOCCER
Renegade £25 ★★★★★
2. WORMS
Ocean/Team 17 £30 ★★★
3. SOCCER STARS '96
Empire £30 ★★★
4. PREMIER MANAGER 3
Gremlin £26 ★★★★
5. SUPER SKIDMARKS
Acid £25 ★★★★★
6. COMBAT CLASSICS 3
Empire £30 ★★
7. TURBO TRAX
Arcane £30 ★★
8. ULTIMATE SOCCER MANAGER
Anco £30 ★★★★
9. FLIGHT OF THE AMAZON QUEEN
Renegade £30 ★★★★
10. COLONIZATION
Microprose £35 ★★★★★
11. PLAYER MANAGER 2
US Gold £30 ★
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Electronic Arts £30 ★★★
13. SENSIBLE GOLF
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Audiogenic £30 ★★★★
17. ZEEWOLF 2
Binary Asylum £30 ★★★★★
18. WORLD OF SOCCER
Challenge
19. RISE OF THE ROBOTS
Mirage £43 ★
20. SUPER TENNIS CHAMPS
Audiogenic £25 ★★★★★

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Virgin £10 ★★★★
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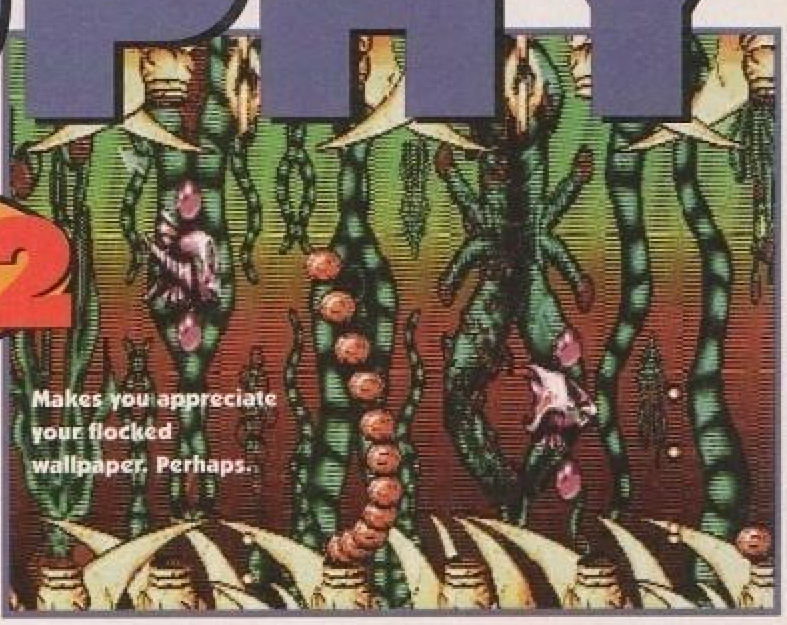
3. WORMS
Ocean/Team 17 £30 ★★★
4. POWERDRIVE
US Gold £30 ★★★
5. SPEEDBALL 2
Renegade £30 ★★★★★

Chart-copiers beware. These are © ELSPA

ATROPHY

Runs on: A1200
Publishers: OTM
Authors: Intersect
ETA: March

AMIGA POWER 2 PREVIEW


Makes you appreciate your flocked wallpaper. Perhaps.

The heady challenge of compiling this news section at the last minute (in order to bring you all the latest exclusives, you understand) is not a pleasant one. Especially when faced with the obstacles of readers (unbelievably) phoning for tips, readers calling (justifiably) about their *SWOS* team editor and my Mac (inexcusably) crashing moments before I save whatever it is I'm writing. Hnngh.

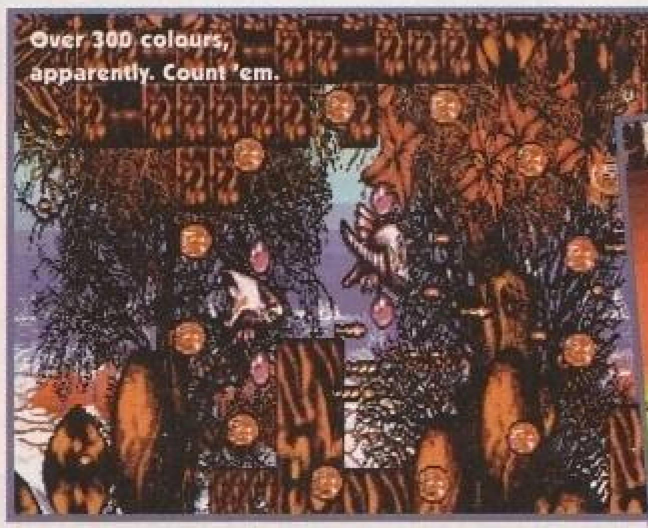
Such calamities might cause you to wonder if this is the reasoning behind us carrying another preview of *Atrophy*, thus narrowingly avoiding printing a dated and yellowing crossword puzzle, and a space for your 'notes'. But you'd be wrong.

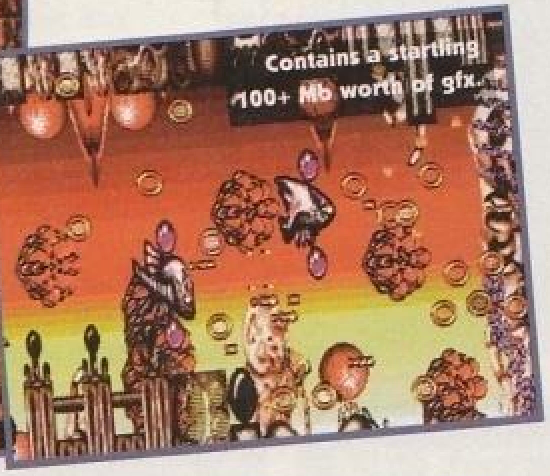
You may wonder if we've signed a pact with OTM which commits us to carrying bi-monthly plugs for their games. But you couldn't be further from the truth.

We were, rather, under the misguided impression that we would be reviewing a playable demo of the game prior ro a full review next month when *Atrophy* is scheduled for release. Instead, OTM sent us a disk with some new screenshots on and a bit of technical bumpf which doesn't interest us.

However, what does interest us is that it's still a shoot-'em-up, contains incredibly large graphics, runs quicker than your average PC – but on the Amiga, has some awesome weaponry and looks jolly spiffing. We shall reserve judgment on its gameplay until a time when we possess a playable demo. Next month, perhaps? We hold our collective breath.

● *MARTIN AXFORD*


Over 300 colours, apparently. Count 'em.


Contains a startling 100+ Mb worth of gfx.

DEIRDRE 'IN' SHOCKER

Deirdre (pronounced Dear-dra) at Time Warner is a very busy woman, and rarely in her office. I rang her to enquire about *Primal Rage*. What's going on?

"Er, we don't know."

You *are* still planning to release it though?

"I'm not entirely sure what's happening with it. But I can tell you about *Chaos Engine 2*."

(Be wary of swift changes of subject. But anyway.) Good lord. Is it ready?

"Not yet."

Foiled again. So what is it you can tell me about?

"Well you can expect to see it around (laughs ironically) June. But if you want to do a Work In Progress piece then you're welcome to come and see it sometime soon."

Perhaps we could just have some screenshots when they're ready?

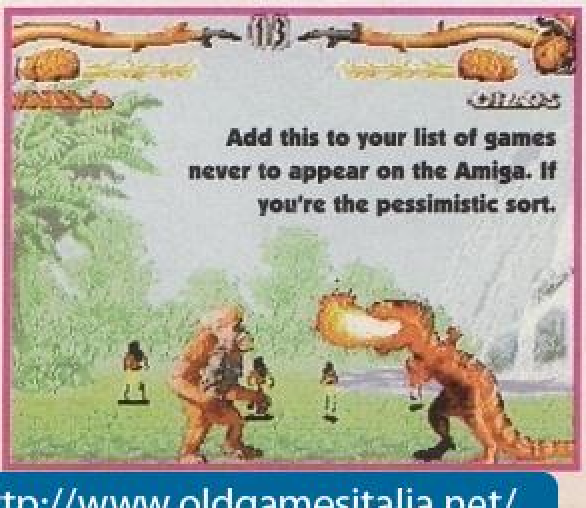
"I'll send you some as soon as I have them. Bye."

Hang on, you're desperate to get off the phone aren't you?

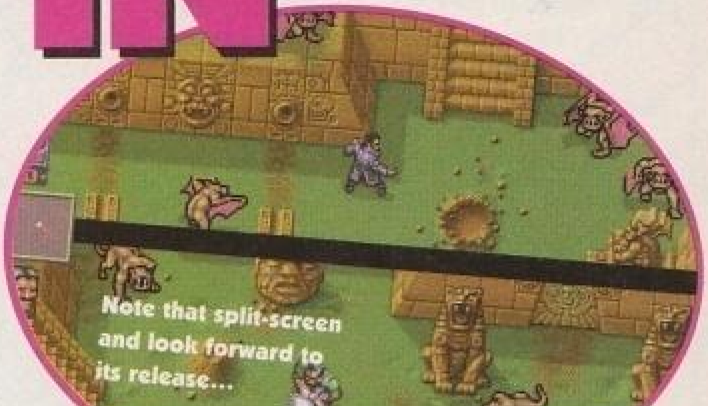
"I'm already late for a meeting."

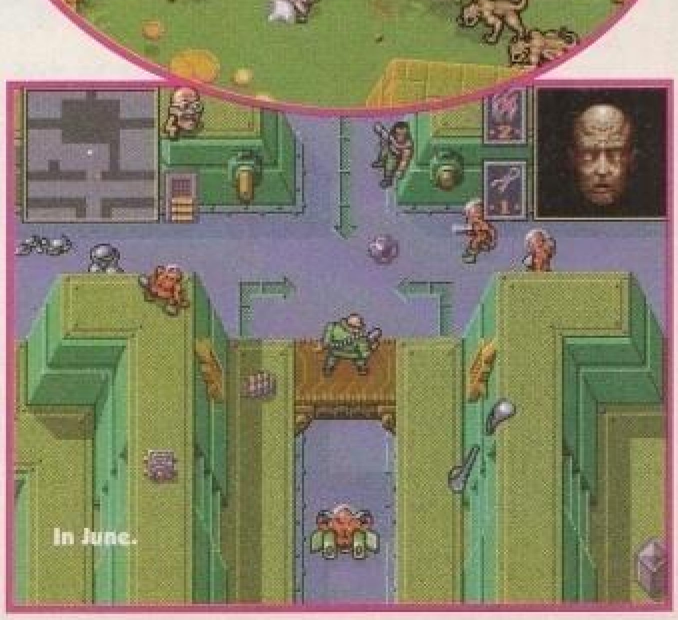
And with that she hung up and went back to being very busy while I contemplated writing another not-very-interesting news piece. Or is it? Yawn.

● *MARTIN AXFORD*



Add this to your list of games never to appear on the Amiga. If you're the pessimistic sort.

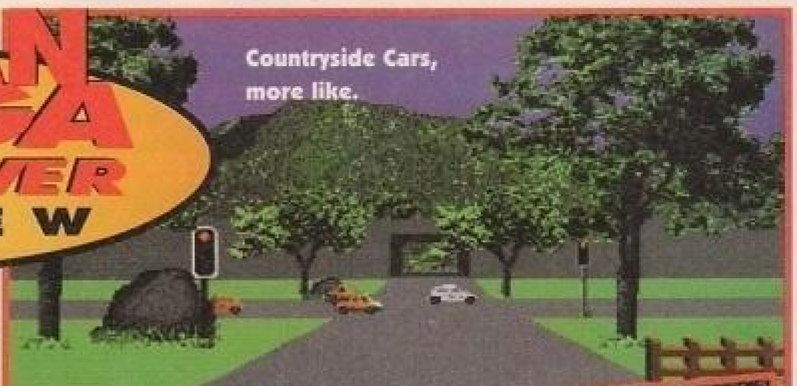

Note that split-screen and look forward to its release...


In June.

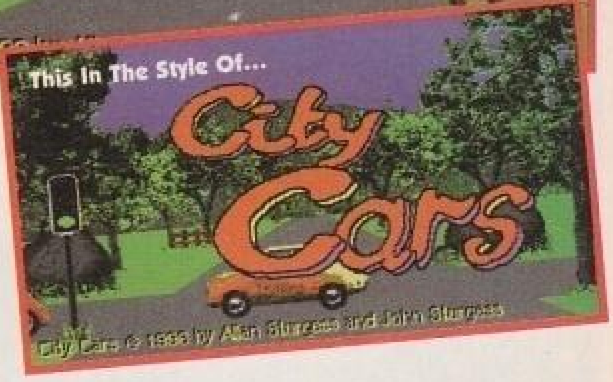
CITY CARS

NOT AN AMIGA POWER PREVIEW

Doesn't run on: A500, A600
Wags: Flexi-Link
Not released: Now


Countryside Cars, more like.

City Cars © 199

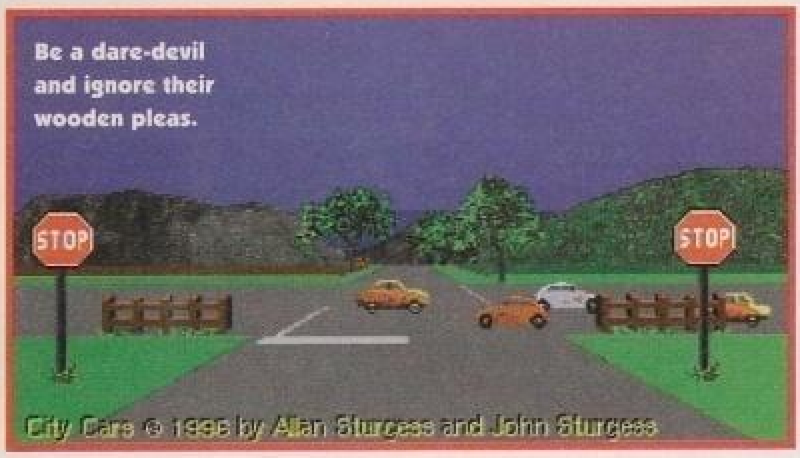

This In The Style Of...

City Cars
City Cars © 1996 by Allan Sturgess and John Sturgess

Here in the AP office, it's been another tough month trying to get hold of previews. A task made no easier by the likes of Flexi-Link.

Flexi-Link is not a new-fangled bit of software. Nor is it the name of a major software company vying for a place in the Amiga's success story. No. Flexi-Link is the name under which Allan and John Sturgess release games. Though 'tease' is probably more apt.

City Cars is their latest tease (possibly their first, hopefully their last). I know, because it was me who opened the jiffy bag containing the full game and a playable demo. Only the full game wouldn't load and the playable demo involved pressing cursor keys to determine the direction in which you travel. I was intrigued as to what could have inspired such a gem and phoned Flexi-Link (that's Allan and John).


Be a dare-devil and ignore their wooden pleas.

STOP
STOP
City Cars © 1996 by Allan Sturgess and John Sturgess

Could you tell me a bit about the game?

"No."

A-ha-ha. Go on, just a bit.

"We don't actually want you to do a review."

Wait a minute. You've changed your mind?

"Er, yes."

Oh. Can I ask why?

"We're changing it." (Though Ad girl Helen has since informed me Allan feared AP would slate it.)

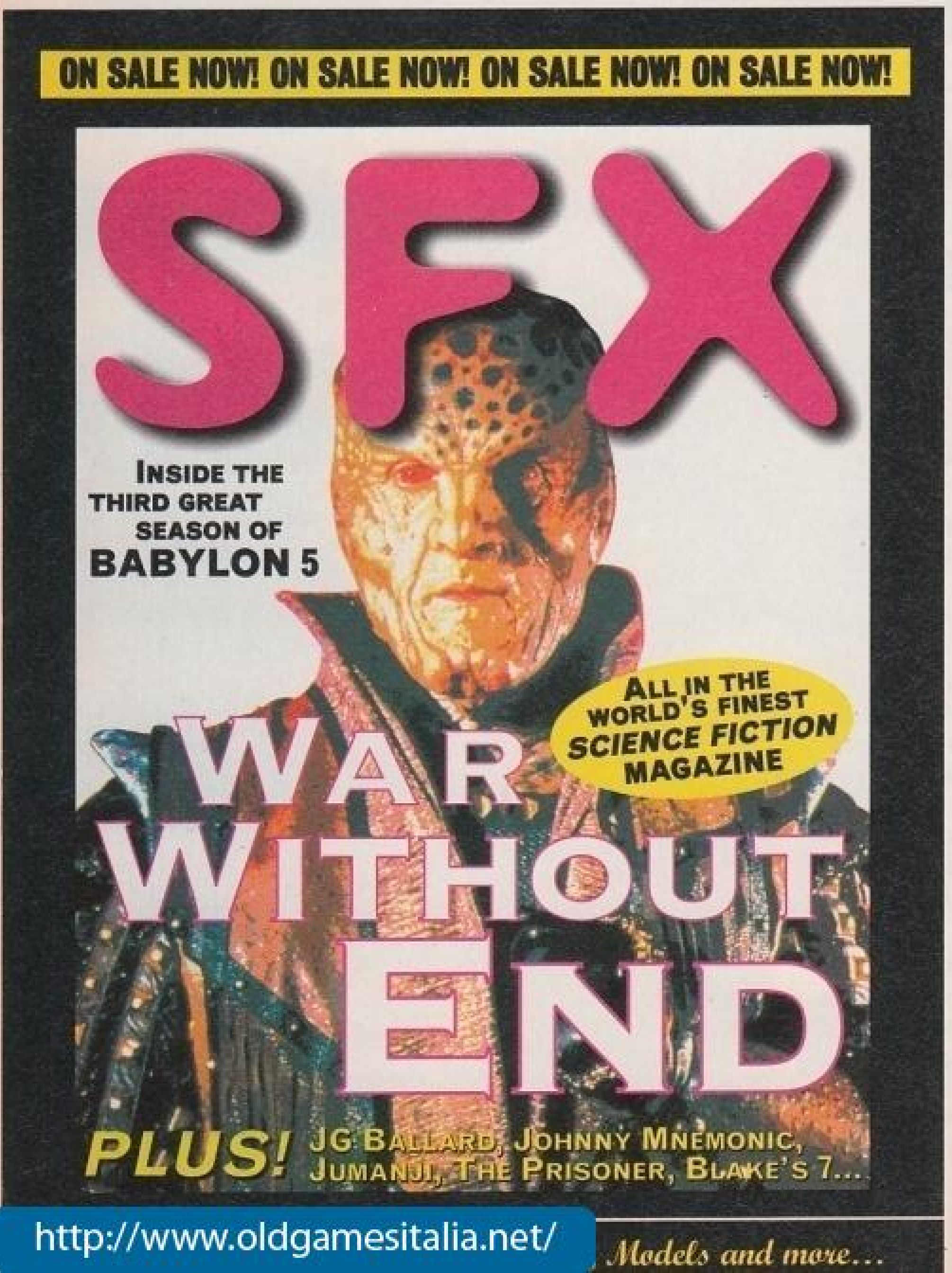
Right.

"Can we have our disks back?"

No. And there you have it. Flexi-Link don't want us to review the game they sent us for review. So because there's little point in previewing games we aren't going to review, we haven't. Ta-ra.

● *MARTIN AXFORD*

ON SALE NOW! ON SALE NOW! ON SALE NOW! ON SALE NOW!



SFX
INSIDE THE THIRD GREAT SEASON OF BABYLON 5
ALL IN THE WORLD'S FINEST SCIENCE FICTION MAGAZINE
WAR WITHOUT END
PLUS! JG BALLARD, JOHNNY MNEMONIC, JUMANJI, THE PRISONER, BLAKE'S 7...
Models and more...

Looking after your welfare, he's...

THE DISSEMINATOR

A shepherd has no favourites among his woolly flock. He loves them equally, though it pains him when members of his flock ignore his good sense and stray from his watchful eye. Decide for yourselves which sheep cause the shepherd most grief.

	The One	Amiga Action	AP
ATR	85%	‡88%	38%
Breathless	—	85%	‡56%
Coala	90%	89%	78%
Citadel	—	67%	67%
Dungeon Master 2	—	85%	50%
Extreme Racing	—	85%	59/69%
Fears	87%	92%	40%
Flight of the Amazon Queen	91%	87%	‡84%
Hillsea Lido	80%	87%	54%
Kingpin	78%	84%	47%
Pinball Mania	—	‡72%	11%
Speris Legacy	—	‡86%	‡50%
Star Crusader	—	90%	17%
Super League Manager	52%	34%	89%
Super SF2 Turbo	—	‡85%	—%
Super Tennis Champs	93%	88%	‡92%
Thomas the Tank Pinball	—	81%	17%
Timekeepers	89%	*87%	82%
Turbo Trax	79%	92%	46%
Virtual Karting	—	64%	‡80%
Worms	94%	‡94%	60%
Zeewolf 2	90%	91%	‡90%

† Later to emerge as a full game on their coverdisk
‡ Cover illustration of review issue
* On sale through magazine i

SWOS APOLOGY

David, our coverdisk compiler, is a terrific bloke. He thought he was doing you lot a favour when he put the *SWOS* team editor on our coverdisk last month WITHOUT BEING ASKED. And how do you choose to repay his kindness? By abusing US daily for the past month. Still, it *was* our fault for not printing a full set of instructions , and we apologise profusely. Here then, are those instructions:

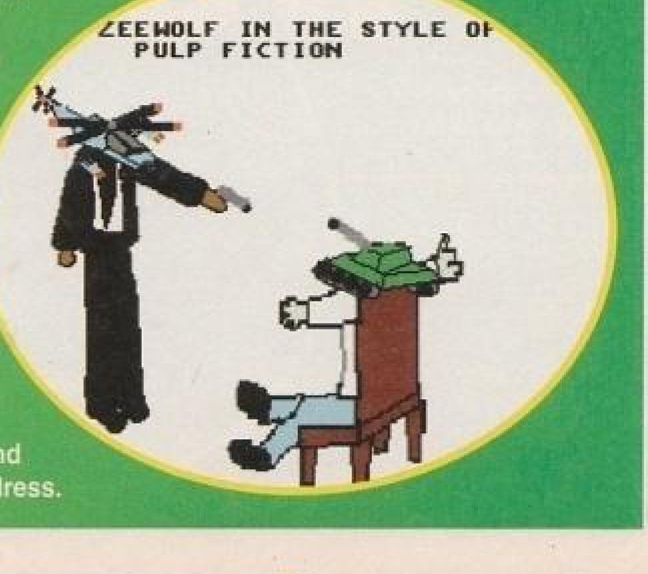
1. Make two backups of the *SWOS2* disk.
2. You now need to make some room on these new disks. Double click on the new *SWOS* disk and select "Show all files" from the Window menu on Workbench. Open the data drawer and delete some of the teams. Do the same on the second new *SWOS* disk, but delete different teams.
3. You can now edit their data as explained in the documents that come with the editor. You have to do this from the CLI. Open a Shell by double clicking on its icon in the System drawer on Workbench. But first you must depack the teams. To do this type: AP58b:swos-editor/rncdepack *SWOS2*:data/team.xxx <return> where .xxx is replaced with the number of the team, eg 001, which are the Austrian club teams. Now type: AP58b:/swos-editor/Swosedit <return> and the editor will appear.
4. You now load the new team in by selecting load, entering the team number and pressing return. Changing the stats is mouse driven, after which save the changes. Now boot the game using the original *SWOS* disks (both one and two). After the game selection screen comes up, swap the *SWOS2* disk for one of the new ones and you can use the new teams that are on there instead of the old ones (as it actually loads the team data individually after the options screen has loaded). We hope.
5. The easiest way to make sure it's working is to change the colour of the teams' strip in the editor when you are messing around. That's it. That's the easiest answer we've come up with, OK? And if you don't like it, write to the author of the program, not us. And don't edit your original *SWOS* disks.

IN THE STYLE OF...

After we COMMANDED you to try harder with your In The Style Ofs... last month we have barely recieved any entries in the usually overflowing AMIGA POWER postbag. Recognising that the message has hit home (and that you are all now taking more care with your alien art-forms), let us pray, dear lord, that this is the last In The Style Of... to be reluctantly given a hallowed True Stories spot.

Essentially, this *Zeewolf* In The Style Of... Pulp Fiction comments on the futility of war and the degradation of humankind. It is a piece which reveals great depth in beauty once its fragile coating has been scratched away. It is therefore awarded 8/10 and the winner will receive £160 worth of software. Only everyone knows it's not only nothing more than just a silly picture, but also out of date and the second Tarantino-related In The Style Of... in succession. So with all this taken into consideration, the score has been reduced to 3/10 and its artist will be sent £60 worth of software once we discover who sent it in. Again. Hnngh.

If you have an In The Style Of..., send it on a Deluxe Paint-readable disk to In The Style Of..., AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. And tell us what model of Amiga you own. And your name and address.


ZEEWOLF IN THE STYLE OF
PULP FICTION

AMIGA POWER RECOMMENDS

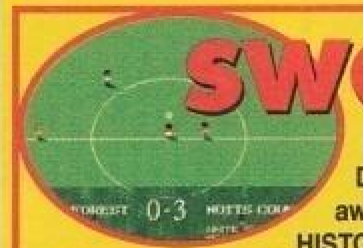
Games which are so good they could babysit your kids.

ZEEWOLF 2

(AP57, 90%)

For the sequel of an already mighty game, *Zeewolf 2* surprised us pleasantly. You are still empowered with control of your little blue helicopter, from which you must shoot anything that moves, but improvements have been made. DEAD ENEMIES DISAPPEAR FROM THE SCANNER, you get to drive tanks and pilot boats, blow up oil wells and prevent nuclear meltdowns. Mightier still.

SWOS 1996



(AP57, 96%)

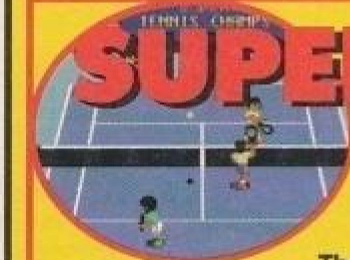
Debugged and rejigged, *SWOS '96* was awarded the HIGHEST MARK IN THE HISTORY OF ALL THINGS. However, no sooner had it hit the shelves than it was rendered worthless by transfers and injuries. So thank heavens for AMIGA POWER, riding to the rescue on a rusty Raleigh Chopper, with a coverdisk bearing a *SWOS* team editor. What a wicked joke it was, then, not to include any coherent instructions. What rogues we are.

CIVILIZATION

(AP57, 93%)

What the devil are you playing *Worms* for? Do you not realise that civilisation is collapsing around our very ears as we speak? I command you to purchase the budget re-release of Sid Meier's *Civilization* immediately, before the relapse into pre-industrial feudalism. Find bits of the world you never knew existed, and take them over. In your bedroom.

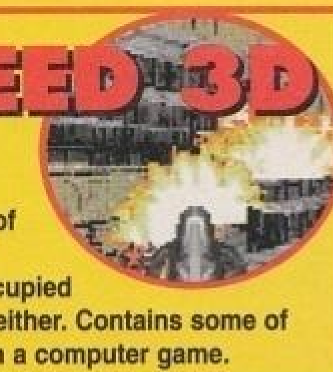
SUPER TENNIS CHAMPS



(AP56%, 92%)

The greatest ever tennis game on the Amiga. We need add nothing more, but shall. *Super Tennis Champs* arrived in the AP office at a time when games were few and far between and, though the omission of women cheesed us off (you have to buy them on data disks), we loved it. Consequently, we still do.

ALIEN BREED 3D



(AP56, 91%)

This month, nothing has had the audacity to try overthrowing the King of *Doom* – but on the Amiga. Serious pretenders to the throne, presently occupied by *AB3D*, will not relish the challenge either. Contains some of the finest explosions ever witnessed in a computer game.

Consigned To Heaven

Oft times we lapse into misty-eyed reminiscence about certain lost things.

NOEL EDMONDS
Noel Edmonds was one of the best radio DJs in the country. He was funny, clever and innovative but sadly, in the mid-1980s, he was kidnapped by a sinister criminal mastermind who put a fat-headed fool in his place. May the real Noel be freed soon.

PEOPLE WHO RETURN YOUR CALLS
Time was when people who promised to call you back, with either a decision or an answer to a query, would do so. Now, sadly, they don't.

FRUIT AND VEGETABLES
That taste of anything.

GOING DOWN

We are greatly vexed to note that certain undesirable things continue to exist.

SNOW
Whose idea is this vile cold wet stuff? It makes walking unpleasant and driving downright dangerous. We demand it should be stopped.

BAVARIAN TELEVISION
The late night prodding of the television remote control invariably summons up some low budget German satellite channel, where fat Bavarian men in leather shorts yodel tedious drinking songs to a gathering of beery fools. IS THIS ENTERTAINMENT?

EVIL-DOERS WHO FAIL TO RETURN OUR CALLS
You know who you are.

STAFF CHANGES

To add to the general sense of unease and discomfiture caused by the recent de-walling of the office and the removal of CERTAIN IMPORTANT ITEMS OF FURNITURE (our pointlessly high studio chair, for one) there were also several staff changes this month. Curiously, none of them will be apparent to anyone who doesn't read the cast list on the left of page four, because those who have left shall continue to contribute. Still, for the sake of completeness, Cam and Jonathan are now not here (though they shall continue to be HERE), while Tim Norris (who is hardly ever here) takes over as editor and is most definitely HERE.

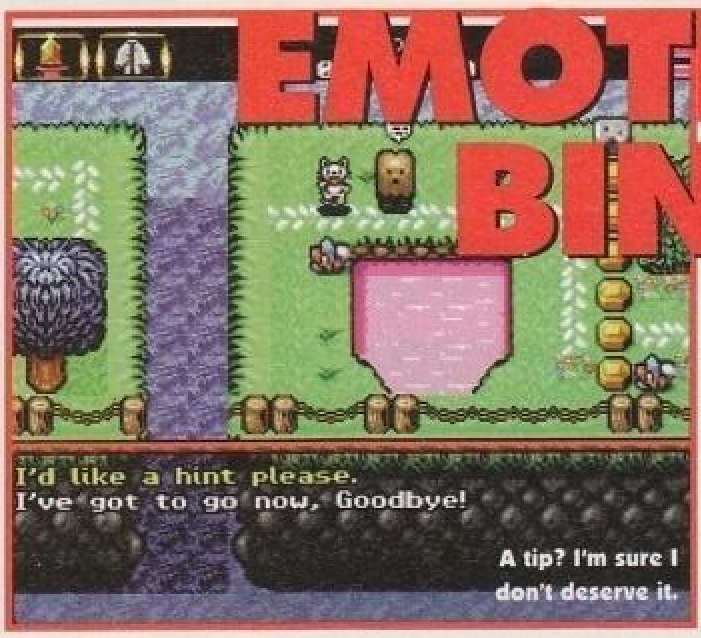
Oh, no, wait a moment, the pointlessly high studio chair has reappeared. But the desk is STILL MISSING.

JACK'S SNOWMAN

Everyone loves a snowman, but none more than two year-old boys. So Tim took his son out into the garden and together they made one. It is pictured here. With a hat on. And Tim's old school scarf. And the pair of sunglasses Tim wore in a series of AMIGA POWER ads that appeared in Amiga Format in late 1992 and early 1993.

"I'm on a mission from God."

EMOTIONAL BINARIES



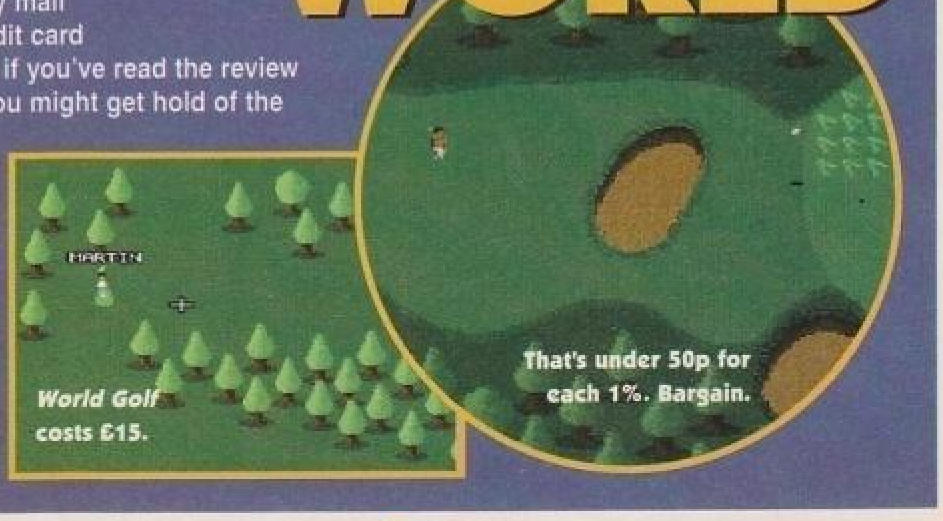
I'd like a hint please.
I've got to go now, Goodbye!

A tip? I'm sure I don't deserve it.

Binary Emotions have just announced release of a book of tips for *Speris Legacy*. Even better news is that it'll cost a mere three of your English pounds, inclusive of postage and packing (ie a stamp and an envelope). Writing them in your best handwriting, make cheques payable to Binary Emotions and send to Binary Emotions, 11 Macklin Road, Salisbury, Wiltshire SPT2 7HB.

IT'S A GOLFING WORLD

When Martin wrote his review of *World Golf* it was unclear how the game would be sold, so we included no details. The pages were sent for typesetting and we thought no more of it. Until just a minute ago. Actually, it was earlier today when we received a call from Dave Kirk, telling us that the game would be available by mail order (if you're a credit card sort of a person). So if you've read the review and wonder where you might get hold of the game, call Dave now on 0114 296 7825. Alternatively, send a cheque for £15, made payable to Apex Systems, to Apex Systems, 8 Gosling Gate Road, Rotherham, South Yorkshire S63 9LU.



World Golf costs £15.

That's under 50p for each 1%. Bargain.

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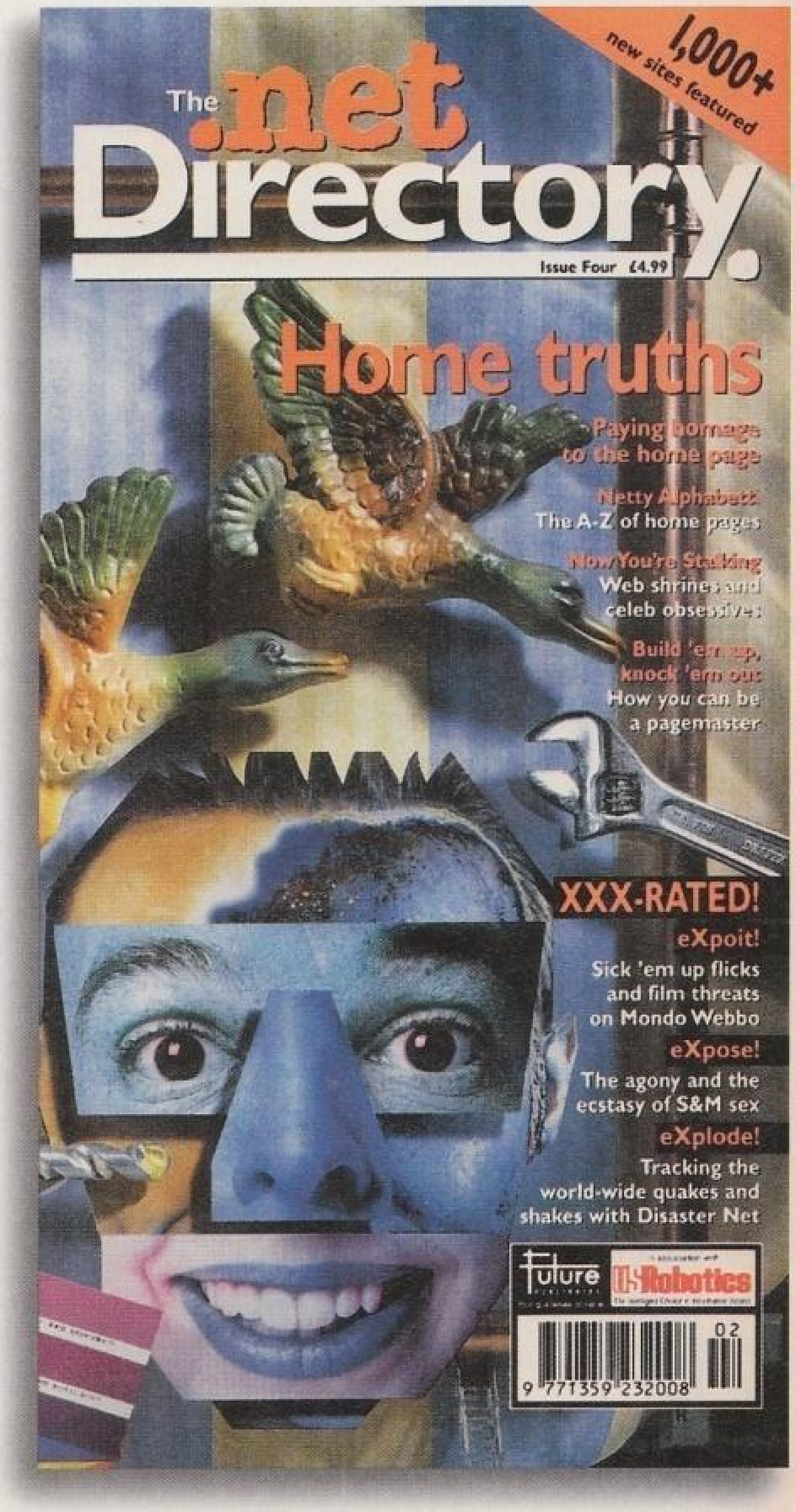
Wired 1.08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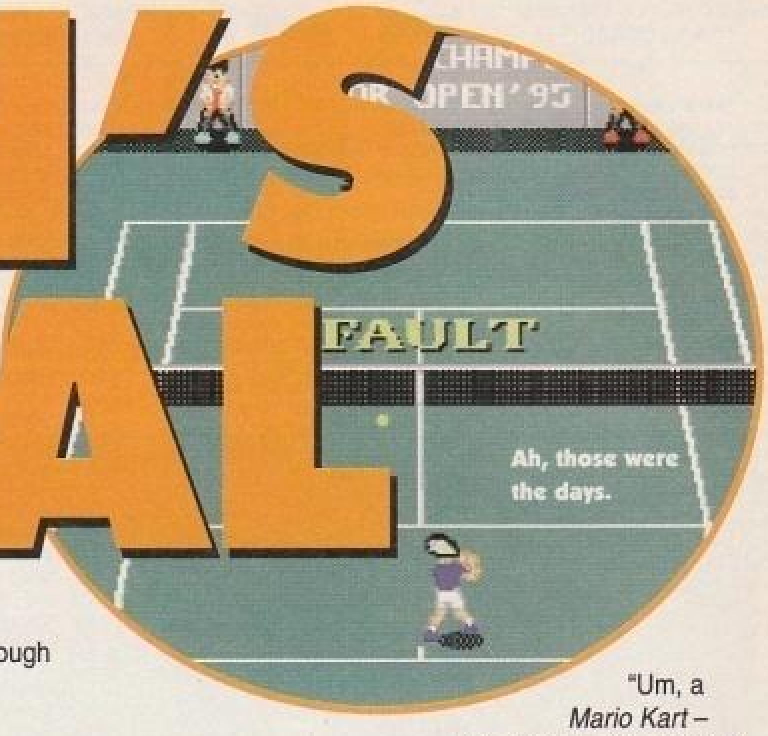
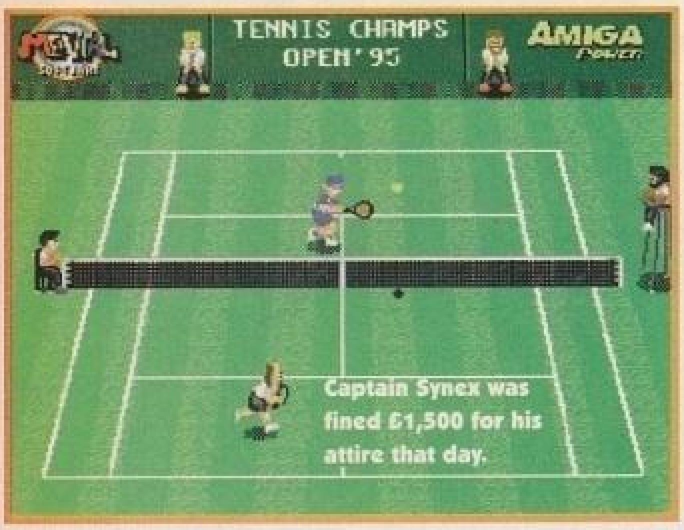
ELTON'S MENTAL



Ah, those were the days.

The phone rings and I dutifully prepare my apology for the reader who can't use their *SWOS* team editor.

Don't tell me. You have a problem with your *SWOS* team editor, yes?



Captain Synex was fined £1,500 for his attire that day.

"No," a puzzled voice vibrates through the earpiece.

Oh.

"It's me. Elton Bird."

Hurrah. The challenge of conducting a normal conversation overwhelms me and I faint. But fortunately Elton hasn't noticed by the time I regain consciousness.

"Could you ask your readers to write to me listing either their top three Amiga titles or favourite game genres?"

The point being?

"I'm currently looking for new game ideas which will put gameplay elements back into gameplaying. You know, real gameplay."

Real gameplay?

"Yes. *Mario Kart* – but on the Amiga sort of thing. Old fashioned sorts of games for those Amiga owners who have become disillusioned with all the *Doom* clones."

So what can we expect to be the next Mental Software release?

"Um, a *Mario Kart* – but on the Amiga with 96 levels. Still, it would be good to hear from your readers – especially A500 owners. Could you print my address?"

Consider it done.

Having exchanged goodbyes I admired Elton for his attempts to restore some pride to the Amiga market and its owners. Admiration ironically shattered by the phone ringing once more.

"It's Elton again. Could you get Amiga Format to ask their readers to also write to me?"

I admired his sense of humour and hung up.

●***MARTIN AXFORD***

Write to Elton Bird at Mental Software, 11 Primrose Walk, Harman's Water, Bracknell, Berkshire RG12 9PT

For greatest scandal waits on greatest state...

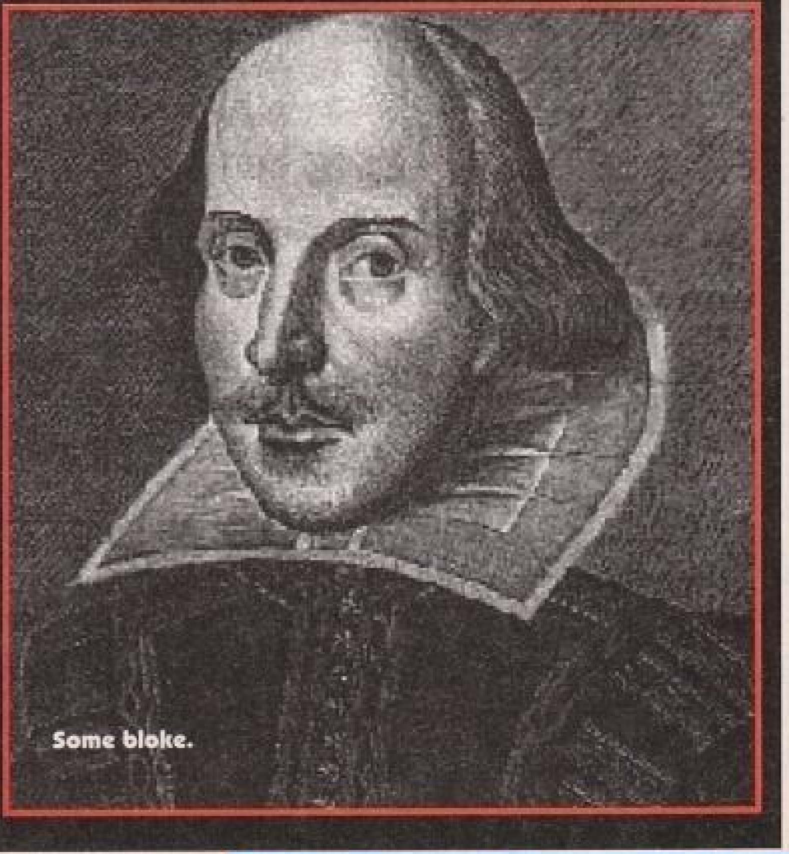
When Cam urged AP readers not to send us poetry, you responded. And didn't. Instead you found other avenues for your Byron-like tendencies and wrote to Fantasy Football League. Loughborough's David Whitley, owner of New Bob the hamster, penned this tender and heartfelt ode to Birmingham City boss Barry Fry which was read by David Baddiel in a recent edition of the BBC 2 show:

Barry Fry you smell,
Barry Fry you smell,
Barry Fry you smell,
Very bad indeed.

Quite clearly, there is still the talent out there and we are comforted to know that the AP Poetry Ban didn't stifle the thoughts of Britain's literary future. However, the ban still stands. But should AP readers find the urge to send poetry overwhelming then we now have the perfect outlet.

Forward Press are crying out for aspiring poets to send them scrawlings of no more than 30 lines regarding, wait for it, the world of technology. Good poems will be published (the poet receives royalties) while the abominable will be re-directed to us and we shall mock your pathetic efforts.

Perhaps Jonathan Anderson could be remembered in an apt couplet, or you could write about why you love your A500 so much you won't upgrade it, or even why you are standing in WHSmith reading AMIGA POWER with no intention of buying it. Yes, YOU! Whatever, send your poems to Poetry Now, The World Of Technology, 1-2 Wainman Road, Woodston, Peterborough PE2 7BU to arrive no later than 30th April 1996. For further details ring (01733) 230759.



Some bloke.

NEW BEVERAGE CORNER

Keen readers of AP will recall that we raved, briefly, about the new soft drink, F-MAX. We thought we were the victims of an elaborate practical joke when a few cans of the lightly sparkling fish drink were sent to the office but we discovered to our surprise (not to say mild horror) that it tastes fantastic. Our excitement faded when we were unable to buy it locally and we mourned the loss of another innovative food product.

Imagine our delight when a press release arrived this month proclaiming that F-MAX was here and that following successful trials in the Grampian television region (which explained why we couldn't get any) it was to be launched nationwide, supported by a major advertising campaign. Hurrah.

We wouldn't ordinarily have mentioned it, but they were kind enough to send us a case of the stuff and we're very easily persuaded by little 'gifts' like that.

And because we're in celebratory mood, we've decided to give five cans away. Just write to 'Waiter, my drink tastes of fish', AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW, telling us the name of John Cleese's piscine film, and the senders of the first five correct entries drawn from our yellow sou'wester each get a can of F-MAX. The lucky devils.

F-MaX
by AQUAVITE

THE AMIGA POWER READ-BEFORE-YOU-BUY SECTION

Hey, it's a big, bad world out there, so before you buy anything through mail order, make sure you follow the AMIGA POWER guide to avoid getting fingers, and wallets, burned:

1) Don't just read the ad and then send off your hard-earned cash. Ring them up first. This way, you can not only make sure what you want is in stock, but also check out their service. Do they replace faulty equipment? How quickly do they deliver? Are there any charges for delivery? We don't know, but they will.

2) Read the small print in the ads. If it's small, they're obviously trying to hide something.

3) It's a bit dodgy if there isn't an address on the advert. Also, if you phone them up and they don't answer, avoid, Avoid, AVOID. If you get into trouble, this ISN'T a company you want to be dealing with.

4) If you've got a credit card, use it. For purchases over £100, most big name credit cards legally entitle you to claim compensation if the retailer goes bust. Check your card documentation for further details, and ask about extra insurance.

5) DON'T SEND MONEY OR POSTAL ORDERS. Credit cards or cheques only. This is the '90s for crying out loud, not some fondly remembered Billy Bunter-esque decade of picnic baskets from rich land-owning uncles.

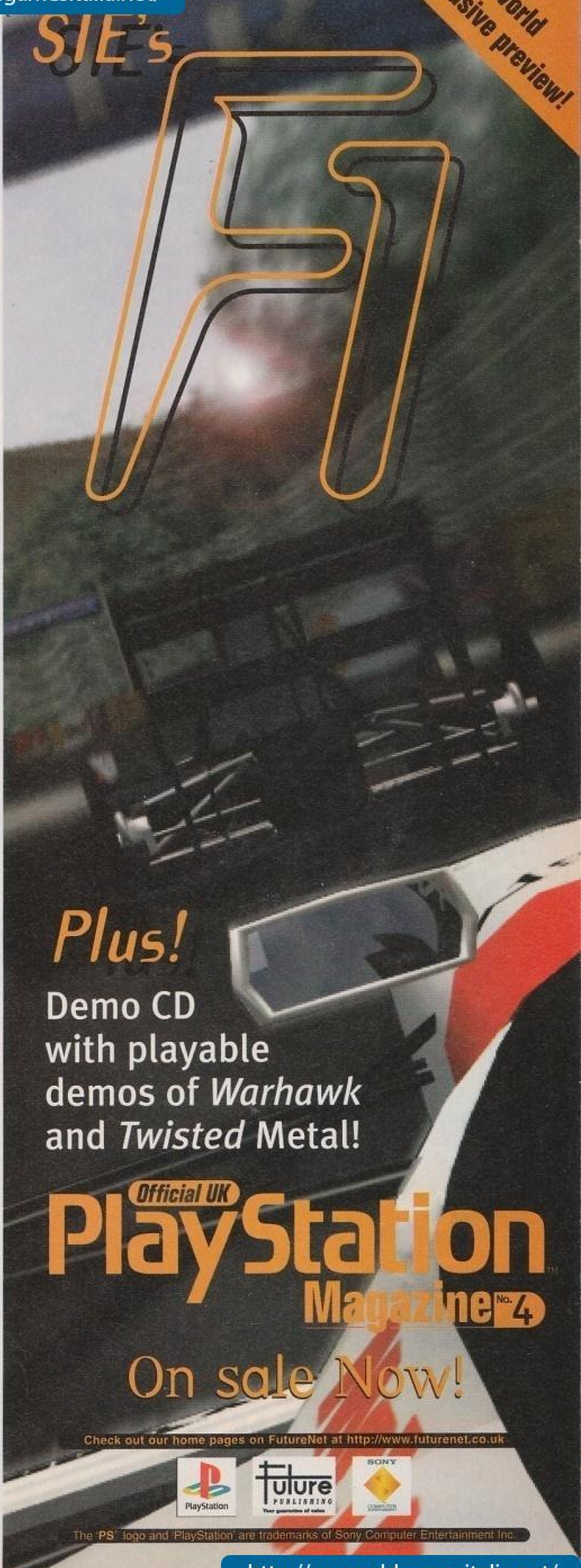
6) Keep records. For credit card purchases, make a note of the time of the order and get them to give you an order number. When ordering over the phone, double-check the price before ordering.

7) Keep records. For cheque purchases, fill in the cheque stub with the right amount and full name of the company.

8) When your goodies arrive, check everything straight away. If anything's broken or missing, phone and complain straight away.

9) Keep up to date: Order from the most recent issue of AP which is what you should be reading now.

10) If it doesn't work out, phone the retailer first. Don't yell at them or anything, just tell them clearly what your problem is and the chances are they'll probably tell you it's all been a silly mistake and sort everything out right away. If, however, you think you've just given your money to a grade-A scumbag, phone up your local Trading Standards Officer. He's in the phone book, and good luck.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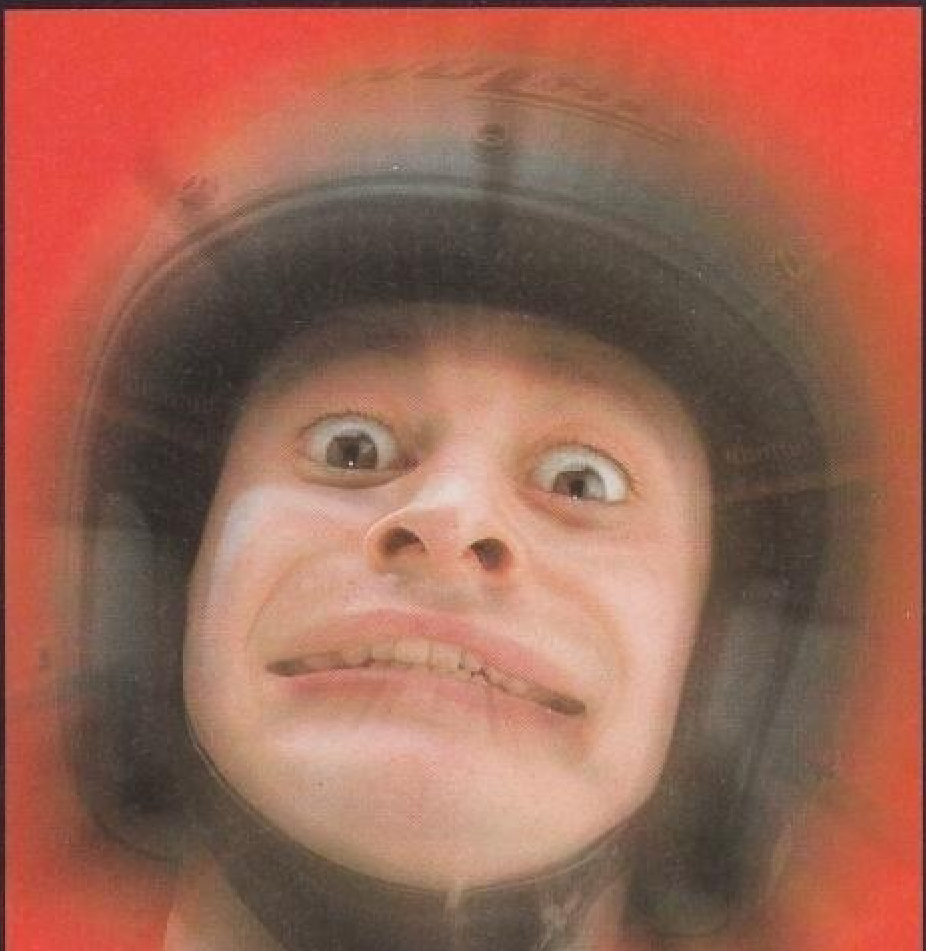

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With *Speris Legacy* much on our minds, we began to think it might be quite exciting to go on an adventure of our own. We could explore strange locations, solve diabolical puzzles and generally have a pretty exciting time of it. We thought.

But everyone knows that you need a collection of useful items stashed about your person if you're to succeed on an adventure and we wondered, if we were to set off on an adventure right now,

JUST WHAT DO WE THINK WE'D BEAR?

TIM NORRIS

"I love adventures," said new editor Tim. "I'll have to take my mobile phone, obviously, and my Newton.™ I'll need my Press Card (you can get in anywhere with a Press Card), and my credit cards. I couldn't possibly go on a long adventure without my PowerBook,™ either. And a modem. Oh, and a corkscrew. And a book to read on the train. And my guitar if we're going to be away for a really long time. And..." But we'd left for the station.

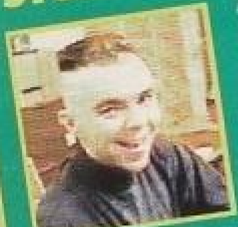
SUE HUNTLEY

"I'll take a bow and arrow, a musket, and a nice leather satchel," smiled the Queen of the Art Eds as we walked through Bath's crowded streets. "I'll run through the forest covered in animal skins trying to catch Eric Schweig – you know, the lovely gorgeous Native American^{PC} bloke from Last Of The Mohicans. Oh and I'll need a compass as well – I've got a hopeless sense of direction," she added, taking a wrong turn on the way to the door. "I toyed with the idea of being the damsel in distress and having him come to my rescue, but it's not really me."

MARTIN AXFORD

"Wherever I go, my happiness is more important than survival," said Belinda Carlisle's greatest fan. "So I'd take my Walkman with an incredible selection of cassettes and a magazine (something with a presentable cover, like GQ). I'd need a football if I were to be truly happy, and a pair of football boots (metal studs shall be my only weapon). My switch card would be good for buying things and getting mud off the boots. And, of course, lots of Marmite and watercress sandwiches and a grapefruit. For eating." By this time we were at the station.

STUART CAMPBELL

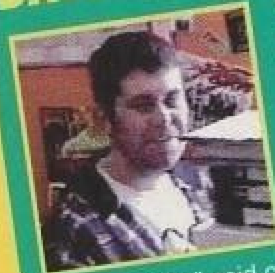


As we queued for our tickets, we asked Stu what special preparations he'd made. "Special preparations? Pah," said Stuart. "My life is a constant adventure, and accordingly I carry everything I need at all times in my fully-equipped Swiss Army Jacket." He began to unzip the myriad pockets of his leather jacket. "A pen that writes underwater. A telescopic razor blade. A pair of scissors. Nail clippers. A tiny-yet-powerful torch." We sighed. "A pocket toothbrush. A pillbox with Nurofen Extra in it. Bootlaces. Jolly Ranchers. The smallest mobile phone. Lip salve..." he continued, as we rolled our eyes skywards. "You should see my car boot," he added.

STEVE FARAGHER

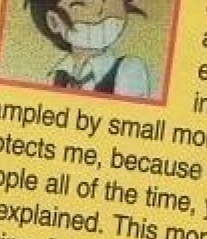
What did you bring, Steve, we asked as we sat down on the train. "My kindly grandfather told me to never go anywhere without a ball of string, a pen-knife and a box of matches in my pocket, although I'm actually just carrying a Walkman and a woolly hat." So much for grandpa, then, eh Steve? If only you'd listened to him we might have half a chance of getting back alive. Let's hope Cam's got some decent stuff.

DAVE GOLDER



Knowing that we were preparing to venture into the great unknown, Dave, what have you brought along to help us, we asked as we ventured into the great unknown. "I've got a Swiss army knife and a powerful two-way radio," said our PD expert. "I've also brought Hale and Pace (to offer up as sacrifice to cannibal tribes) and a camera crew to record the whole thing so that I could make a successful BBC TV series." At least they seemed to have their own food, we thought, gratefully.

JONATHAN NASH



"I don't need anything," yawped Jonathan. Nothing at all? we queried, envisioning him falling into ponds and being trampled by small monsters. "Principle protects me, because while you can fool all the people all of the time, you can't lie to yourself," he explained. This month Jonathan's been playing *Speris Legacy* for £16 an hour. "Oh, look, everyone – a pond. Oh no! Ooops! Ha ha. Gng." We were going to stop to help but we had to restrain Sue who was trying to shoot a passing Daniel Day Lewis lookalike with

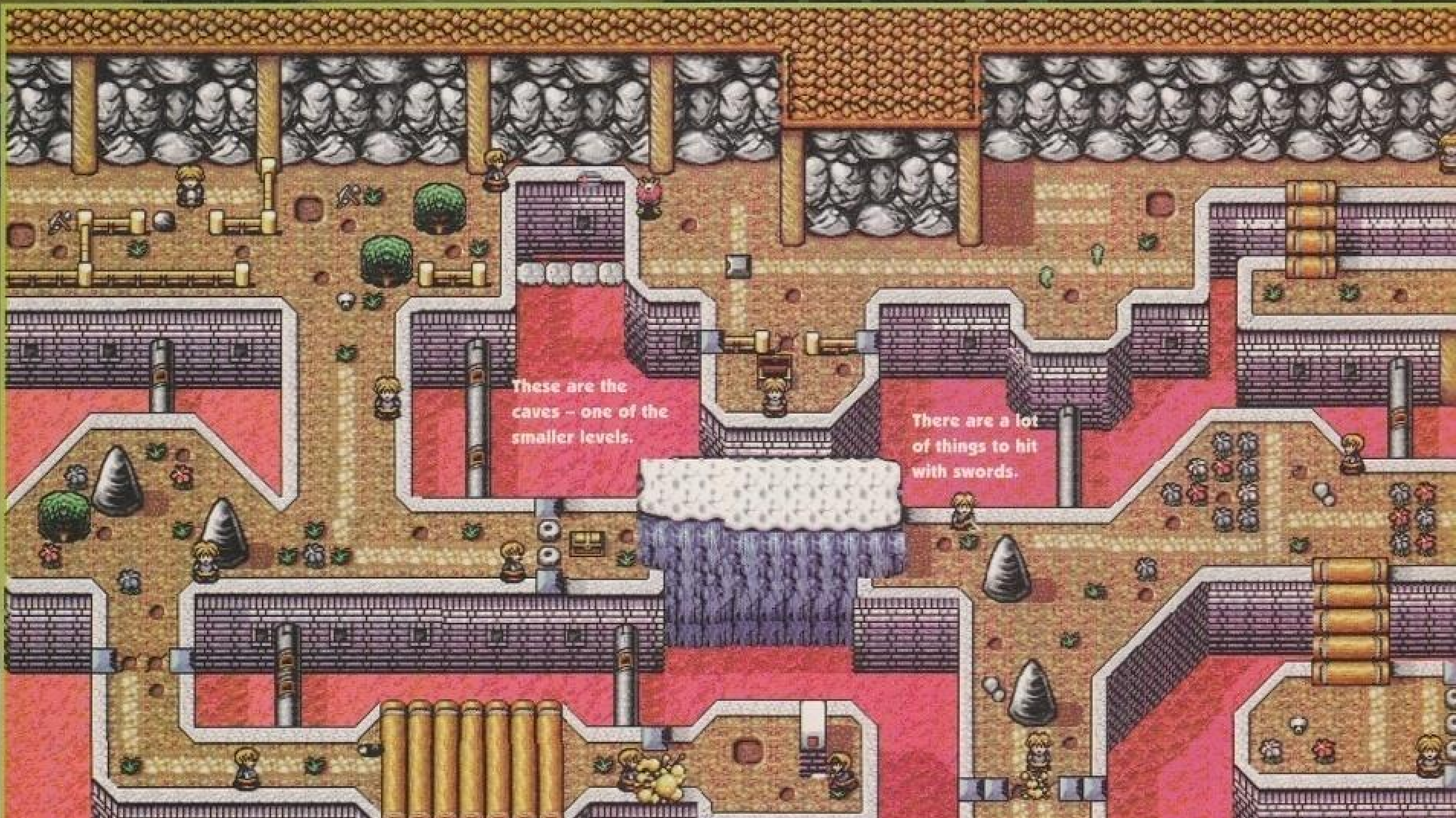
CAM WINSTANLEY

"Natch," said Cam hefting his bulging pack onto the luggage rack. "Forsaking changes of clothing, I'm taking hundreds of dry Thorlo™ socks, a bivi bag and a sleeping bag. And these bare essentials: a box of matches (because Man needs fire – it's a guy thing); an M16/M203 machine gun/grenade launcher (the 5.56mm rounds are light yet their hypersonic velocity imparts hydrostatic shock, killing all but the hugest wild beasts, hence the 40mm grenade) and Beanfeasts (soya meals dried for lightness). However, they do wreak havoc on my digestive system, so it's probably a blessing that I'll be stuck in the middle of nowhere." With us. Thanks, Cam.

HOW DOES OUR SCORING SYSTEM WORK THEN?

1. We play a game until we can bear to play it no more. Then we play it a bit more just to be safe. Then we write our review ignoring all commercial pressures. Because we are your friends. Trust us.
2. The percentage scale's got 100 increments, and we use them all. Crap games get single figures, average games get an average mark (50%) and only brilliant games get 90s. Unlike other mags, over 80% in AP actually means something.
3. Who cares if a game's got great graphics or nice sound if it's useless? Not us. Our reviews give a single mark based on the game as a whole.
4. We're hard but we're fair.
5. Fifth points? We'd sooner be forced to swallow hemlock.

SPERI
LEGAC

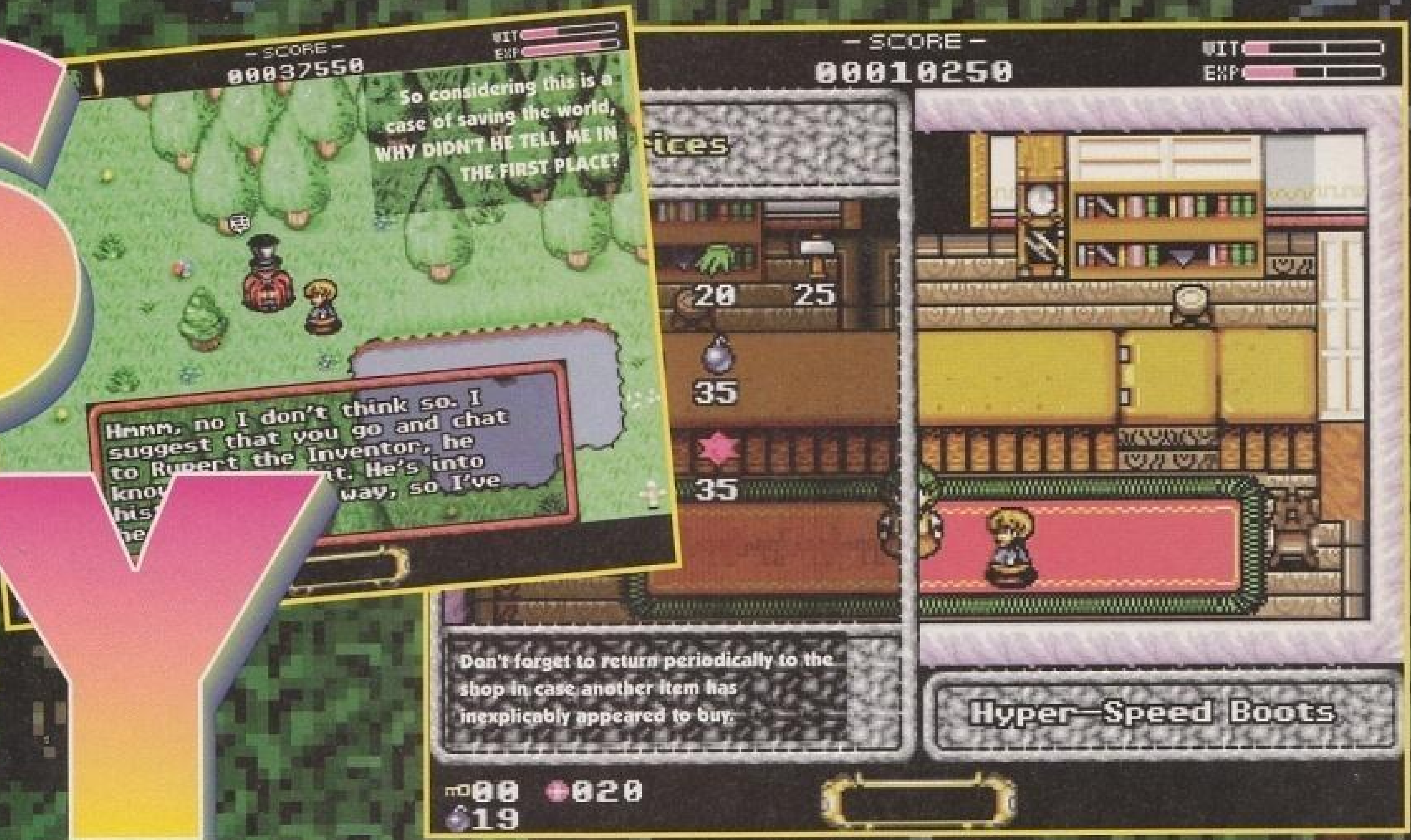


These are the caves – one of the smaller levels.

There are a lot of things to hit with swords.

And a chap to ask riddles of.

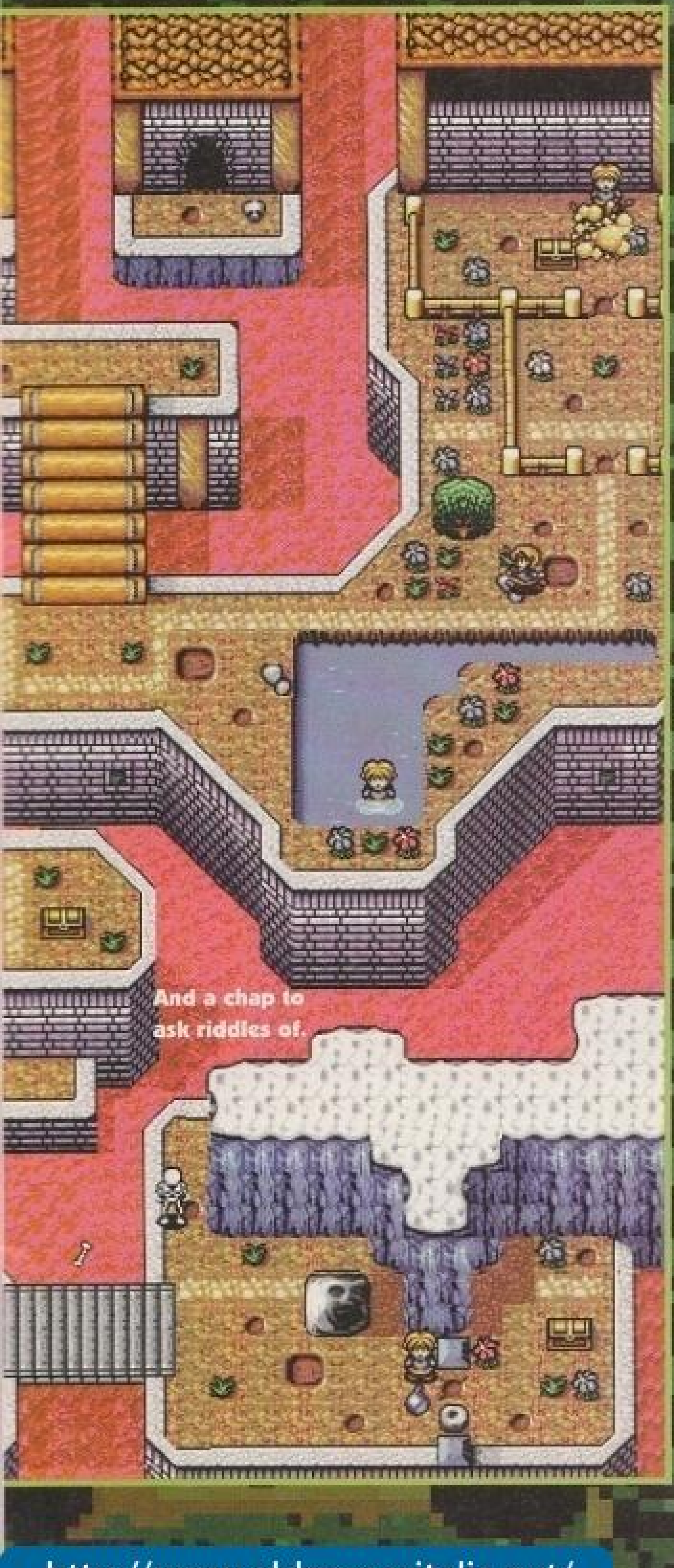
S CY



Hmmm, no I don't think so. I suggest that you go and chat to Rupert the Inventor, he
kno [illegible] it. He's into
his [illegible] way, so I've
he

So considering this is a case of saving the world, WHY DIDN'T HE TELL ME IN THE FIRST PLACE?

Don't forget to return periodically to the shop in case another item has inexplicably appeared to buy.



And a chap to ask riddles of.

Runs on: A1200
Publisher: Ocean/Team 17
Authors: The Jolly Brothers (design, graphics and music). Clive Minnican (code)
Price: £30
Release: Out now

The Scaly Gripes, more like.

CUE TITLES: James Bond walks across screen, framed through barrel of gun. Pounding Bond theme. As silhouette turns, electronic effect of flag popping into the screen and unfurling to read, "YOU'RE FIRED." Music segues into jaunty sitcom theme. Logo spins in from distance very fast – The Ex-Bonds. Logo zooms down to bottom-left of picture. Screen quarters to show unshaven Roger Moore in patched coat pushing shopping trolley; George Lazenby in frayed dressing gown slumped in room lit only by television set; and smiling Timothy Dalton immaculate in evening dress – camera pulls out quickly to show he's opening a new electrical goods shop.

CAPTION: By Rik Mayall, Ben Elton and Lise Mayer.

CAPTION: Additional material by Alexei Sayle.

(Cut to shabby student house. George Lazenby is wearing his dressing gown and watching television. Roger Moore is cooking. He cuts a slice of lard and plops it into a hot pan, adding nothing to it. A weedy tape deck is playing We Have All The Time In The World from the 30 Years Of James Bond album.)

TIMOTHY DALTON (off): Hi, guys, I'm home! (He enters dressed as a friendly dragon. Puts down sheaf of leaflets for Toasty-Warm Double-Glazing.) Look, we have some post. (Reads from postcard.) "Dear Guys, having a wonderful time making films and being serviced by groupies. Wish you were here. Love, Sean." Oh. That's nice.

ROGER MOORE (stirring fat angrily): Wiggy hippy. (The song has finished. George Lazenby gets up, rewinds the tape and plays it again.)

TIMOTHY DALTON: Oh, it was one of mine next. (George Lazenby glares at him.) Sorry.

ROGER MOORE: Dinner's ready. (They rush to the table. He serves three plates of watery fat. They look at the three plates of watery fat. Silence.)

ROGER MOORE (cracking): What's happened to us? Even Desmond Llewellyn gets more work. (Leaps up.) I can't stand it. I'm going to kill myself. (Points gun disguised as cigarette lighter at his forehead.) Goodbye, cruel world. (Presses button. Eyebrows alight.) Aaarghh! Bastard! (Whirls around madly. Sees window. Runs, crashes through. Receding scream.)

(Others look out of window. Deafening smash.)

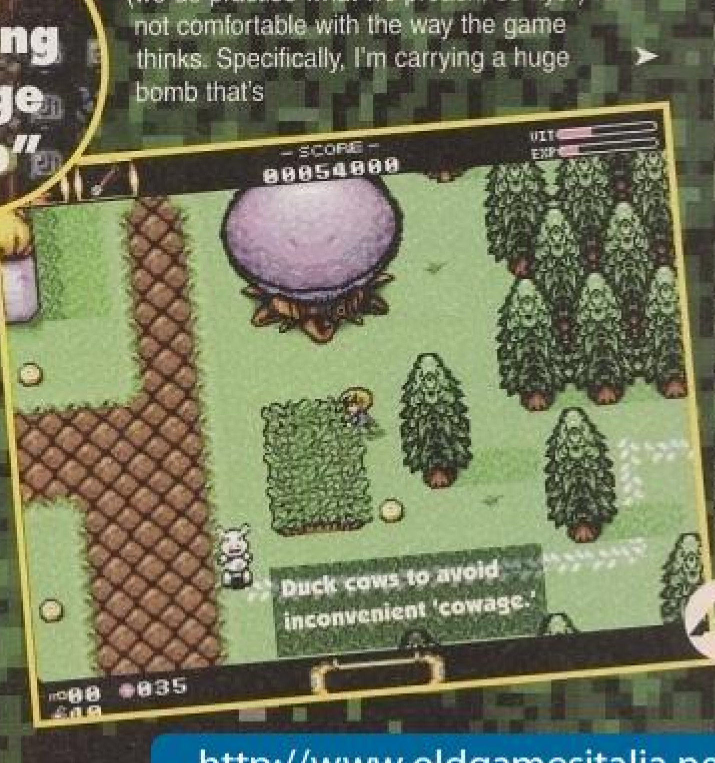
ROGER MOORE (off): Another miraculous escape! Bastard!

But anyway.

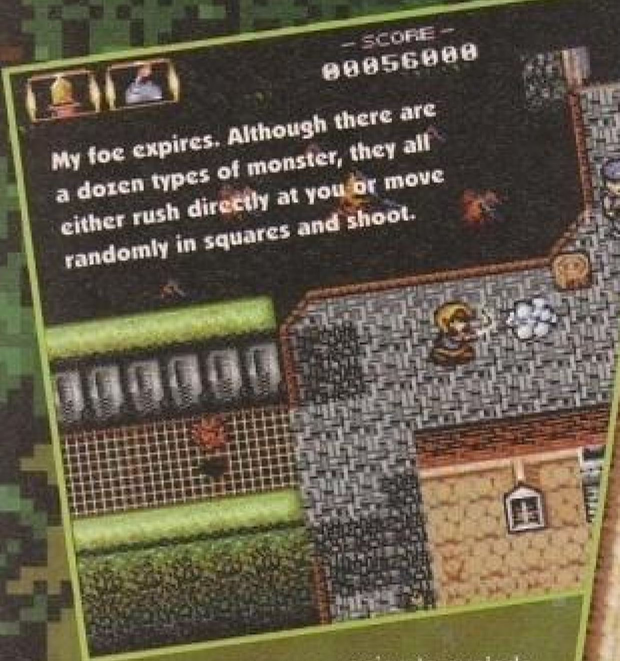
NERYS

I'm baffled. After four days of playing, I'm on Level Five of *Speris Legacy* (there are eight, altogether) and even having come this far entirely on my own (we do practise what we preach, so nyer) I'm not comfortable with the way the game thinks. Specifically, I'm carrying a huge bomb that's ➤

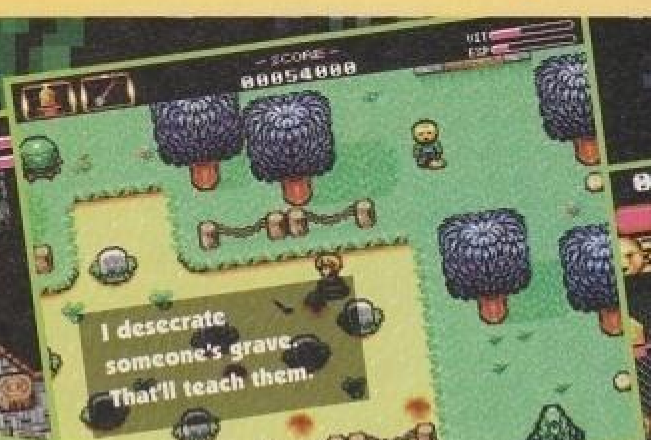
"I'm carrying a huge bomb"



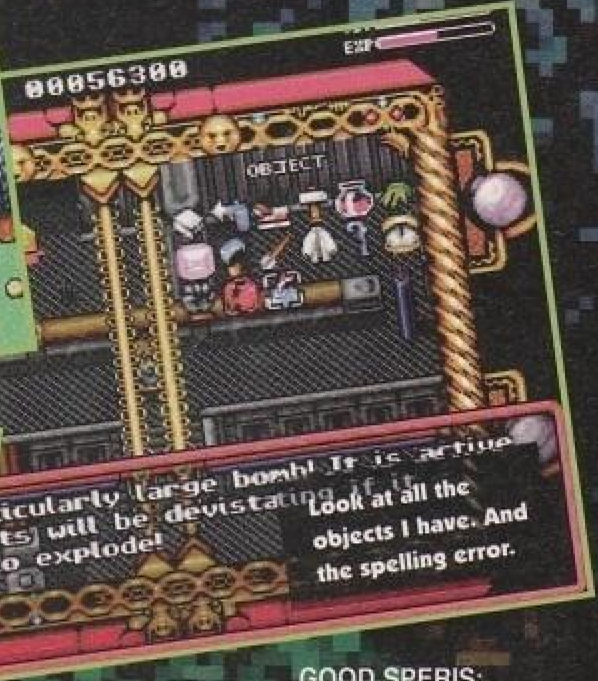
Duck cows to avoid inconvenient 'cowage.'



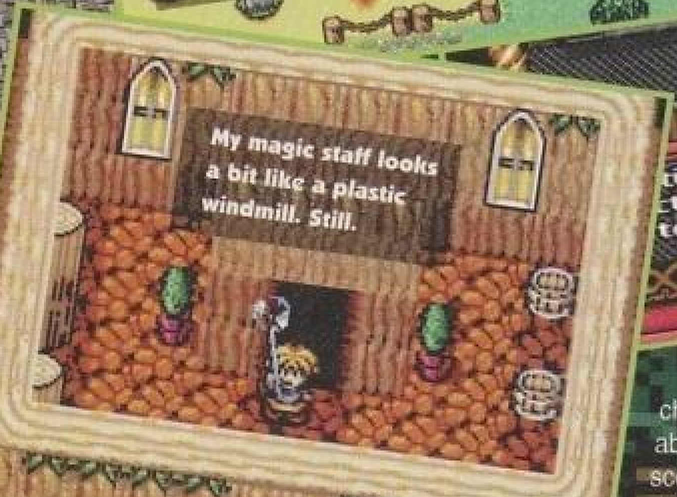
My foe expires. Although there are a dozen types of monster, they all either rush directly at you or move randomly in squares and shoot.



I desecrate someone's grave. That'll teach them.


EXP
00056300
OBJECT
ticularly large bomb! It is active
cts will be devistating if it
to explode!

Look at all the objects I have. And the spelling error.



My magic staff looks a bit like a plastic windmill. Still.

going to explode in ten minutes (in real-time; *Speris* has an individual grasp of time depending on the puzzle, but more of that later) and I have to pass a guard who's obviously looking for the rebel hero I'm playing but doesn't realise it's me (I've sort of broken into this level by nefarious means), I'm not being allowed to tell him about this incredibly large bomb (*Speris* is noticeably fragile when it comes to dialogue, but more of that later), I've drugged the other guard and am now waiting for the shifts to change but haven't realised how to trigger this (it's happened once before but I collapsed and died before I could investigate (it turned out the bomb had exploded in my arms, but, cheaply, there was no "devistating" explosion) and I'm suspicious the game may have crashed as it's done four times before (but then always when it was loading something from disk) because I've tried both waiting until a specific moment and general time-wasting), I haven't uncovered what the last switch I threw has done, I'm still fuming over having found the vital sleeping pills after scouring the entire level and trying my whole inventory on every roadside feature by pushing against a certain wall and finding a hidden room at a point where you can't even see your character (*Speris* has an individual approach to secret rooms, but more of that later) and I've been temporarily thwarted in my attempts to return to Canada (but that's in real life).

This, then, is the world of *Speris Legacy*. Contradictions abound, convenience struts alongside potty hamhandedness, sophisticated riddles nuzzle infantile bottom jokes.

You'd not be alarmed were you to meet *Speris Legacy* in a social capacity. You'd be impressed by its elegant appearance, soothed by its exclusively action approach to RPGs and would pleasurably chat to it for six minutes. *Speris Legacy*, you would discover, is plausibly agreeable. But its head is a bone ball of seething wrongness. Trust AMIGA POWER's mind quackery to reveal THE TRUTH. Lie down upon this couch, *Speris Legacy*. Let your mind drift. Concentrate on something empty and useless, like trying to remember when AP first did a psychiatry review.

It's all about mental illness.

GEORGE FERRIS

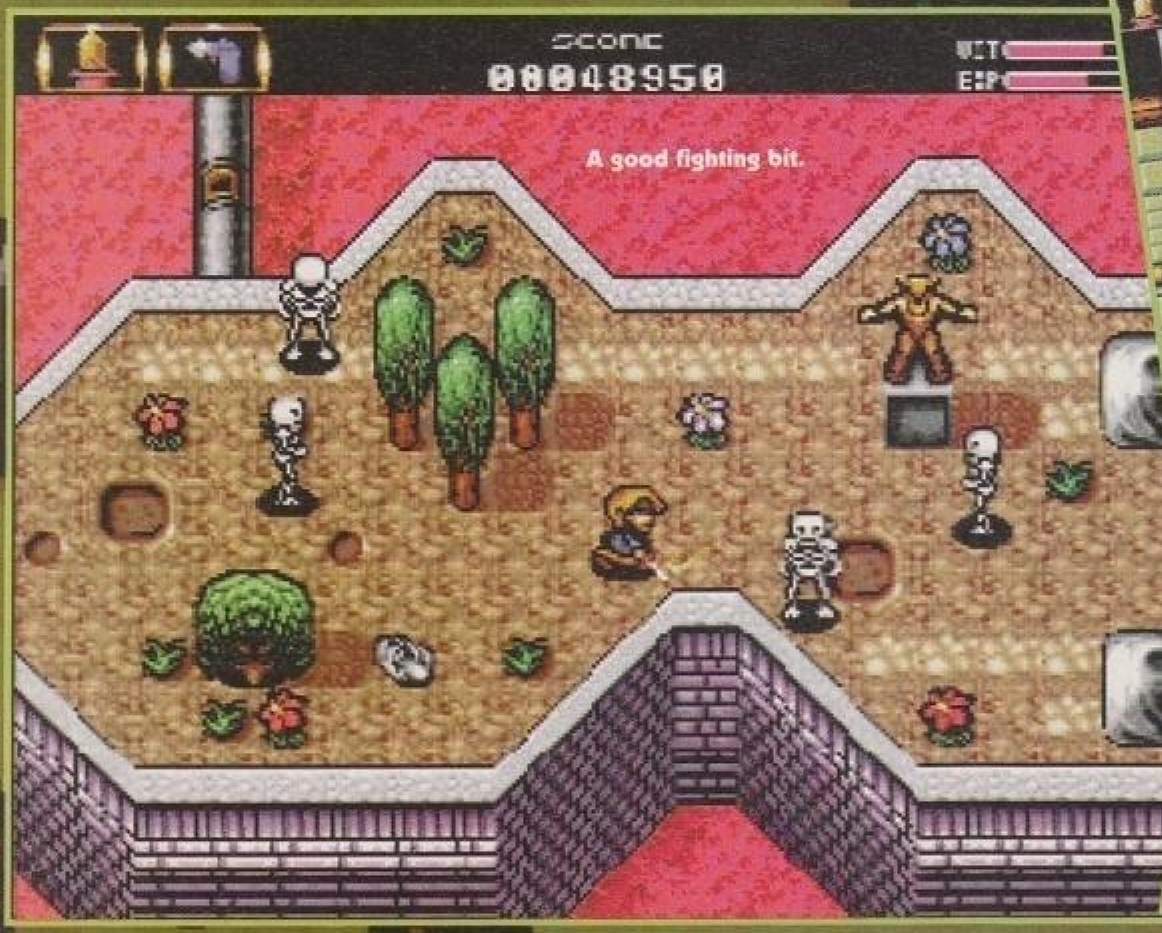
REVIEWER: The first keyword is 'speech.'

GOOD SPERIS: Whenever you approach a speaking character, I make a speech bubble icon appear above your head so you needn't try speaking to scenery people. (I do this with examinable objects as well, except obviously the icon's different.) I use a *Monkey Island*-style conversation approach – there are always more questions or answers to use than you need, and you can't not get the information you require, but it's all to enrich the atmosphere.

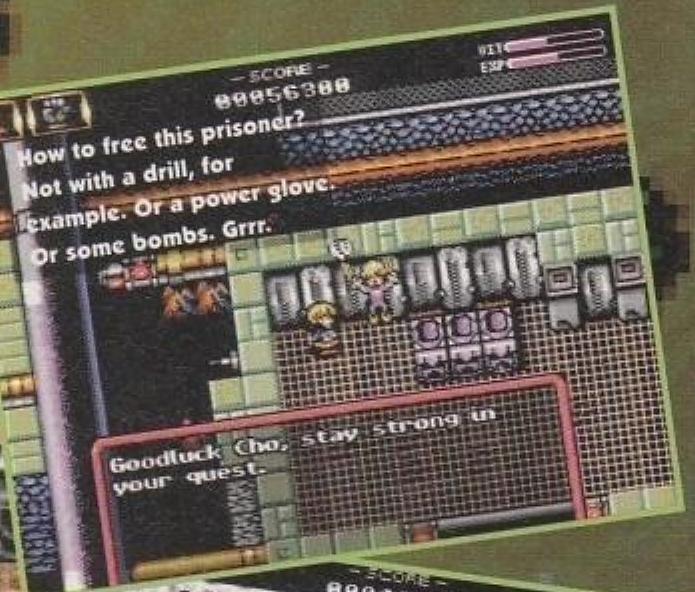
BAD SPERIS: But once you've finished a conversation it's gone forever. The next time you speak to that character the only thing you can say is, "Goodbye. I must be going." If you've forgotten what they've said – perhaps you're coming back to a saved game – tough. Why should I give quick recaps? You'll be wanting name-checks next so you needn't go around the nondescript cast trying to find the one you need to give the twenty gems to. And you should count yourself lucky if you do happen to find someone telling you something new. I don't see any reason for having consistent, sensible links between who a character is and what they know.

REVIEWER: The next keyword is 'logic.'

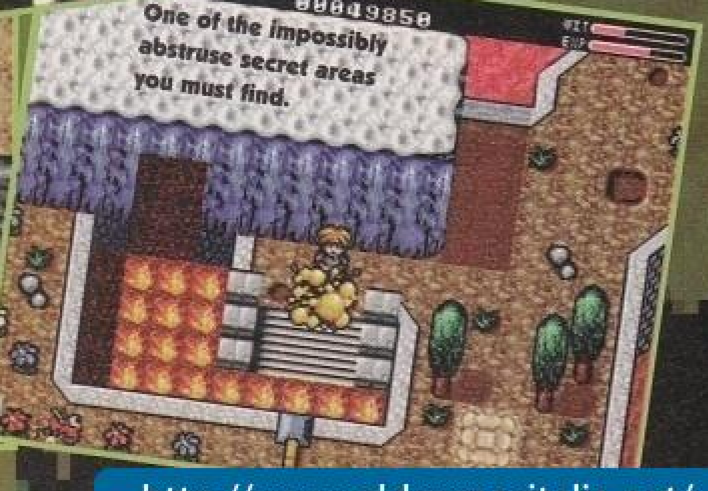
GOOD SPERIS: I make sure that once you learn



A good fighting bit.



How to free this prisoner? Not with a drill, for example. Or a power glove. Or some bombs. Grrr.



One of the impossibly abstruse secret areas you must find.

how to do something – say, which blocks can be blown up – the rules stay the same. And I have a special buzz to tell you you're on the right track, but you need something else to complete a task – for example, a key to open that door. When there's something complicated like throwing a series of switches, I make a pleasing bleep when you get the sequence right. And I certainly won't be so obscure as to be unfathomable.

BAD SPERIS: I want to anger you so completely that you'll smash up your disks. I don't want to tell you things like you can't use your bombs because you haven't found a tinder box, or that you can't open that door because you haven't worn your cloak of invisibility to eavesdrop on someone mentioning they're hiding a key in that room so making the door suddenly important, and hope you've spent ages trying all your weapons and objects to jemmy it open. I think it's really funny to have you find a drill early on and describe it as strong enough to go through almost anything, when in fact I mean exactly one thing, incredibly further on in the game. I like it when you talk to people about plagues and suddenly half the village has died as if days had passed, but make you walk around for a certain length of time before a particular foreshadowed event will happen, like someone preparing a dinner. I enjoy immensely having a character break down in sobs when her husband dies, but forget her troubles entirely when you give her an expensive ring. It is pleasing to me that pages from a book are found separately in the same barrel, and you have to leave the level and come back for the barrel to rebuild before you can find the next page. And I find it hilarious that, while I sometimes point them out with discoloured walls, I make you press against every overhang in case of a secret door, all of which must be found for you to proceed.

> **"Sobs when her husband dies"**

TERRACE

REVIEWER: The next keyword is 'controls.'

GOOD SPERIS: I support two-button and CD32 joypads, and have keyboard shortcuts to move through the weapons and objects rather than going via the inventory screen. My save disks are special, so I let you format new ones from a menu.

BAD SPERIS: But I'll let you format them without any checks so you'll at least once erase all your saved games.

REVIEWER: The next keyword is 'writing.'

GOOD SPERIS: Egad.

BAD SPERIS: I have made sure the text is extraordinarily badly-written, and in some cases "embarassingly" misspelt. I don't want you becoming involved in the story so I've been sure to deal exclusively in stereotypes and have everyone act the same plot-convenient, often ridiculously unlikely way. I don't want you to care in the slightest when I kill off half the cast.

GOOD SPERIS: But I do have Minsky the Clue Cat, who turns up to sell hints. He's personable and quirky.

BAD SPERIS: But I'll make him appear suddenly and inexplicably in a location you've already visited and have no cause to go anywhere near again.

REVIEWER: The next keyword is 'puzzles.'

GOOD SPERIS: I have a variety of puzzles from pushing aside blocks to giving objects to people. Sometimes I'll be extra-sneaky so you have to work out that to pass a laser barrier safely you must push a monster into it or shoot a magical block on the other side of a chasm to make a bridge appear. I pledge to play fair.

BAD SPERIS: But I'll leave you completely on your own. I won't provide a framework so you learn with my help a new skill. You'll have to work it out yourself, no matter how difficult – for example, that shooting a magical block across a chasm puzzle; you'd have no reason to suspect it would work, or, indeed, to stand on the edge of the chasm in order to see the block, except through pure luck or (I'd hope) sheer desperation. Or, of course, you could walk around and try speaking to all of the characters.

REVIEWER: The next keyword is 'size.'

GOOD SPERIS: I am gigantic. Each of my levels is a large, realistic map – say, a village with buildings, fields, ruins and rivers, or a mine with rock faces, miners' huts and exotic flora – and I have eight of them. You can glimpse parts of my world you have not yet reached on my atlas screen, although I must admit rumours you could move around here freely are false. I am linear. But at least this gives a sense of advancement.

BAD SPERIS: My levels need to be huge. How else could I spread out my characters and objects so you have to move back and forth over great distances to make the game longer to play? A-ha ha ha.

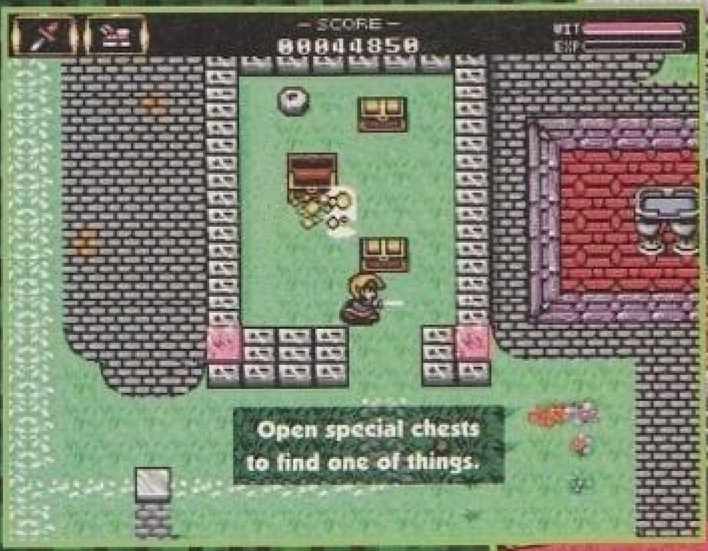
REVIEWER: The final keyword is 'additionally.'

GOOD SPERIS: Although you don't have a choice, I believe you will enjoy my musical soundtrack. There are dozens of pieces, each in keeping with the theme of an area, and none are rave or rock tracks. Also, if you're low on energy or money you can cut down the flowers for a random prize. And I'd like to point out I'm unique on the Amiga. Except for Dragonstone.

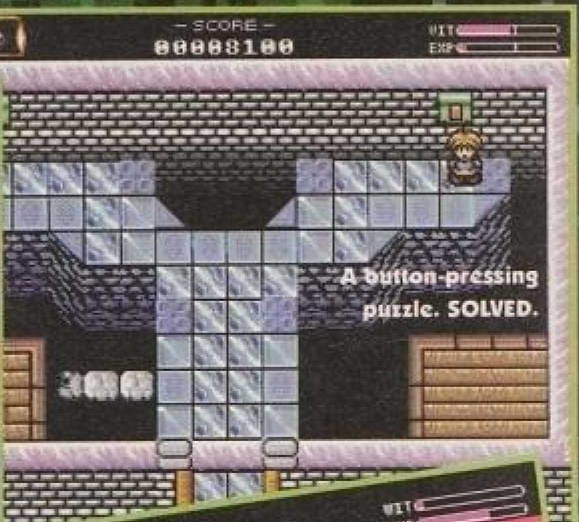
BAD SPERIS: I have altered my mechanics so although a message when you find a prize reads, "You have found 1 x gem," suggesting you could find five or ten, you'll never find more than one, so stringing things out further. I want to be so confounding and confused you'll play me through hoping things will pick up, and while I indeed throw in imaginative set-pieces and have an underlying sense of fun, I have worked at least as hard as my goody-goody counterpart in dashing your hopes of seeing an action RPG – but on the Amiga. A balance has been achieved. I am cured! The key phrase is 'speak now to a seeker of wisdom.'

REVIEWER: Oh no! I've suddenly resigned!

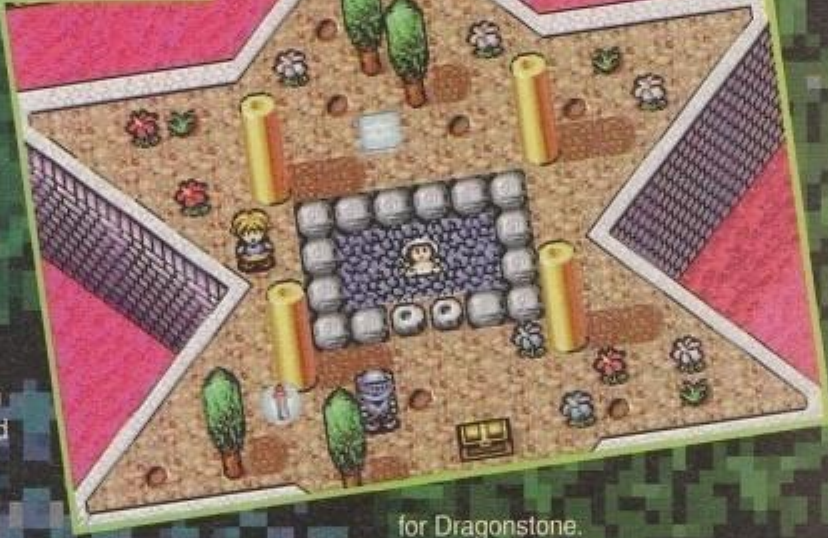
● *JONATHAN NASH*



Open special chests to find one of things.



A button-pressing puzzle. SOLVED.



A warrior shrunk to the size of a tiny baby.

FAT

You play a hero who is obviously fat.

UPPERS Huge, involved, outrageously rips off *Zelda* and *Secret of Mana* down to specific weapons, text and bits of business. Supports joypads. Hard drive-installable.

DOWNERS Illogical, distancing (fatal for these things), plain unfair in places. I'm over halfway through and still don't feel comfortable with it. And for a game that relies so heavily on story, it is a CRIMINAL ACT not to have employed somebody to rewrite the crap *Speris Legacy* makes you read.

THE BOTTOM LINE

For every good thing there's one stunningly bad thing that cancels it out. Hence a mark of

50 PERCENT

THE BOTTOM LINE

A500 No. But there may, one day, be a *Super Speris* rejig.

Golf is not quite as tedious as fishing. Discuss.

WORLD GOLF

Runs on: A500, A600, A1200
Publisher: Apex Systems, 8 Gosling Gate Road, Goldthorpe, Rotherham, South Yorkshire, S63 9LU
Author: Dave Kirk
Price: £15
Release: Out now

Coverdisk afficianadoes will be familiar with *World Golf* after its jaunt into demo territory last month. Unfortunately familarity breeds contempt and having initially been enthusiastic about the demo version I've come to the conclusion that *World Golf* should have strayed no further from its cover-mounted blue plastic.

It's all quite straightforward. You see, I was expecting something which not only differed from the demo but was also an improvement. Something which enticed me to the joystick as though it were a magnet and I was a big fat chunk of steel and not (say) a sponge-cake. After all, if it could happen with *Tennis Champs*, then why not *World Golf*? Perhaps it's because there is no Mental Software, or Audiogenic and consequently no Super prefix to *World Golf*. Or perhaps it's because its author Dave Kirk works under the PC-induced title Apex Systems, based in Rotherham. Whatever it is, the fairytale ending of *Super Tennis Champs* never really begins for *World Golf*.

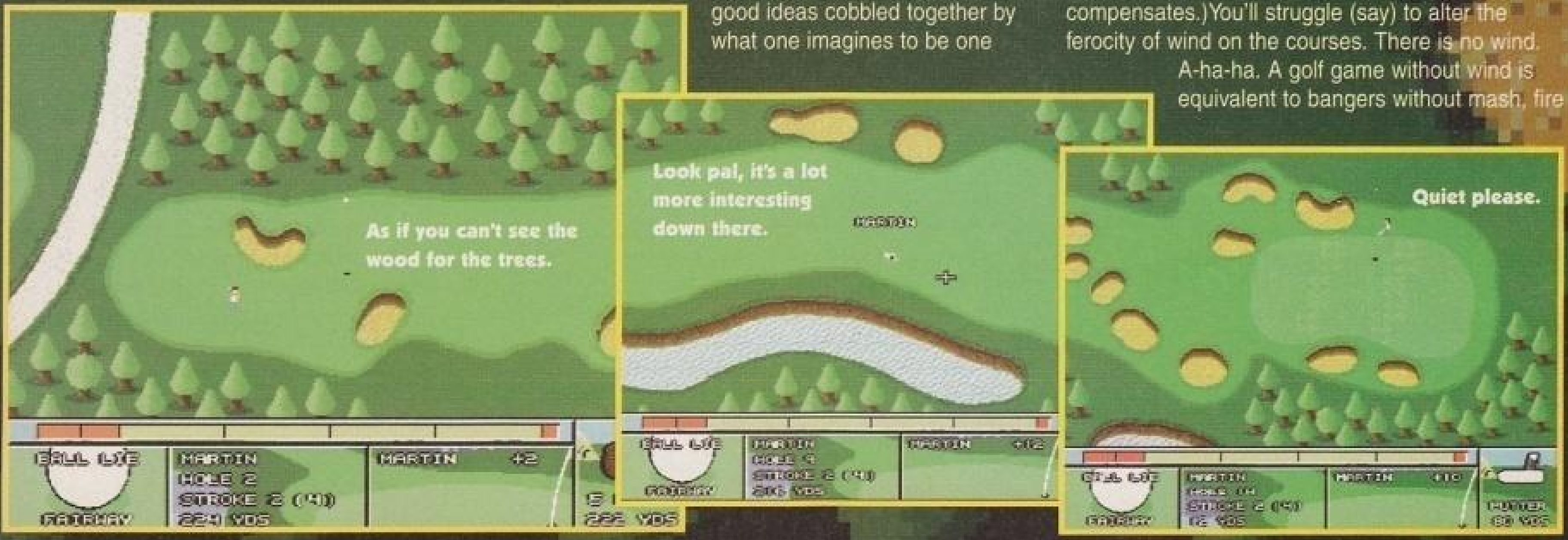
WELT GOLF

By following the hard drive install instructions I'd hoped to eliminate the annoying wait between commands and holes apparent on the demo. And though our A1200 boasted a successful installation it quickly suffered a bout of schizophrenia and refused to load from Workbench. So I'll never know if the teed-up golf ball and 'Loading' symbol appears if playing off the hard drive. What I do know is that prolonged playing results in the aforementioned symbol becoming emblazened on your eyelids. The upshot being that when I stepped outside the office last night I didn't notice the snowball heading for my face. Tch.

World Golf is a plethora of good ideas cobbled together by what one imagines to be one bloke, in his shed using his little brother's upgraded A500. Options exist to play in a four-player tournament, for money in the 2-player 'skins' mode or just practice. You are then afforded the choice of five courses, three of which are in the UK – the other two remain unheard of – thus making a mockery of the international game title. I consider myself of average golfing ability and so ignored the other four levels of difficulty and then lazily activated the auto-caddy option. Then I designed my little golfing buddy to look like my own good self and hell, I even switched the ambience on. And those, readers, *are* the options.

"Big fat chunk of steel"

You will not (for instance) discover an option which allows you to switch the computer-controlled players off. There isn't one because there are none. (The 64 ficticious players which appear in name-form only on the leaderboard barely compensates.) You'll struggle (say) to alter the ferocity of wind on the courses. There is no wind. A-ha-ha. A golf game without wind is equivalent to bangers without mash, fire



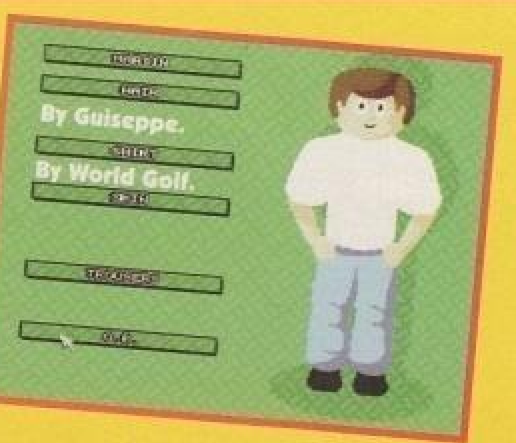
As if you can't see the wood for the trees.

Look pal, it's a lot more interesting down there.

Quiet please.

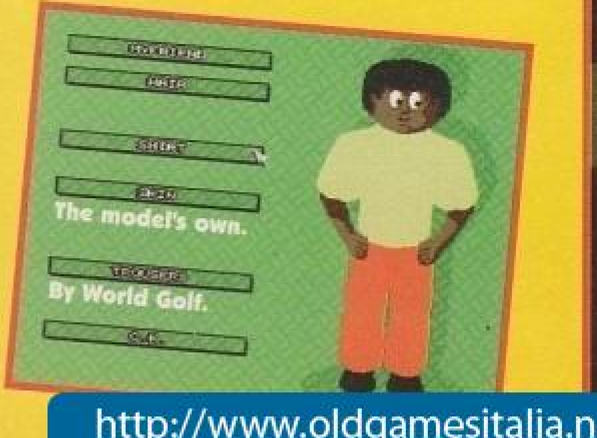
LIVING DOLLS

When I go out for a round of golf I want to look my best. Now, thanks to the Spring/Summer golf collection by *World Golf*'s own exclusive designer, I can. Bright colours are all the rage this season and these fine threads are a must for any self-respecting golfer's wardrobe. With the added advantage that this great line in sports casualwear doubles up for evening attire, I wouldn't be seen in anything less. Literally.



By Guiseppe.

By World Golf.

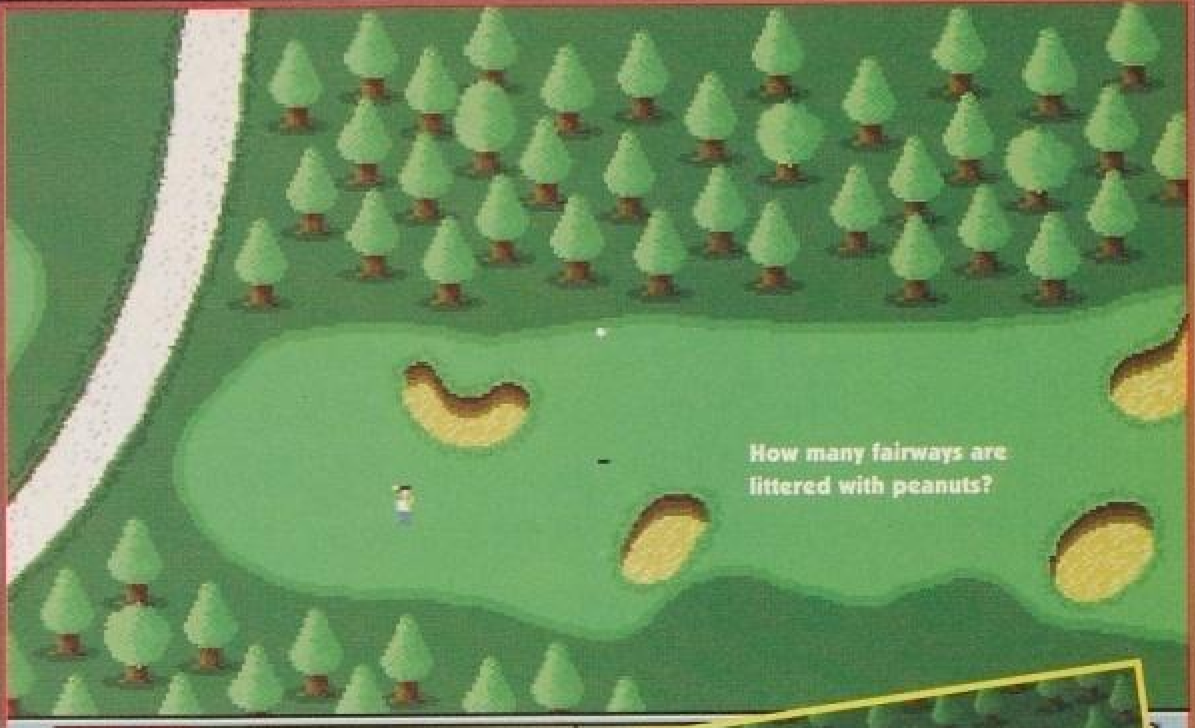


The model's own.

By World Golf.

TEED-OFF

This symbol appears on screen for approximately the same length of time as the game itself. Here are some suggestions for making it less annoying:
1. Get used to it by staring at this picture for a week.
2. Impale your eyeballs on a metal spike.
3. See 2.



How many fairways are littered with peanuts?

At least I've avoided those tricky bunkers.

CASTLE PINES – LEADERBOARD
CONTINUE
SAVE GAME

Up three places to this week's number 35.

without smoke and Tom without Jerry. It should never happen. Robbing golf of wind reduces the game to crazy golf at Minehead proportions. Only indoors. When it's closed.

After wading (ahem) through the options screen, you are ready to tee off. You'll note the name of the human player which now appears above the head of the minute golfer which, on the one hand, is a good thing because otherwise you could spend hours trying to find him – which, on the other, might be fun. A quick glance at the information displayed on screen reveals (sensibly) the ball lie (whether it's on the fairway, in the light or heavy rough or trapped in a bunker), the hole, it's par and stroke about to be made and the number of yards left to the hole. The overall score of each player is also noted next to your more than adequate set of clubs. Clicking on each club will reveal the distance which each is capable of hitting the ball. And all of this is good.

> "The ball has now doubled in size"

MONDE GOLF

What also impressed me is that the ball has now doubled in size, thus halting some hilariously frustrating scenes in the AP office when valuable time was spent controlling a speck of dust. Yet the auto-caddy continues to puzzle me. What a remarkable sense of humour he has: "Oh yes, you definitely want to use a seven iron for that."

Swoosh. Crash. Tinkle tinkle.

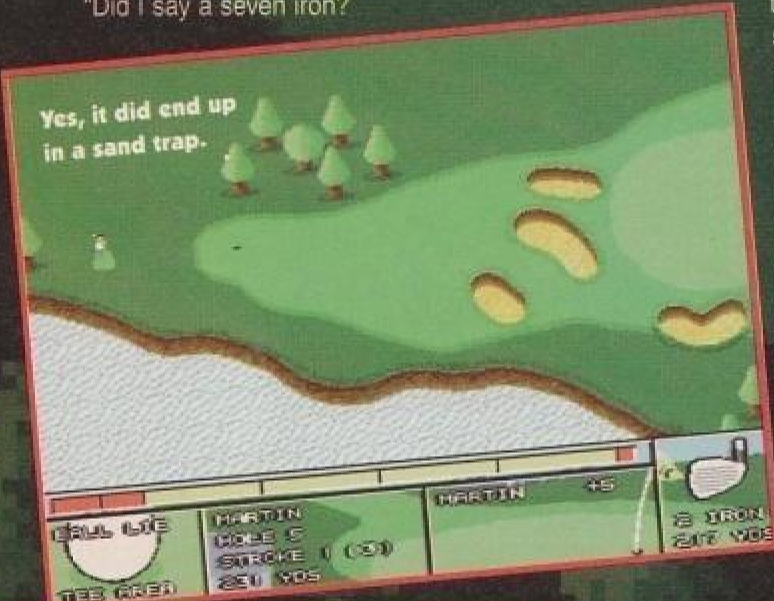
"Did I say a seven iron? I meant a putting wedge."

His method of selecting the clubs is based on the distance which the ball will travel with each club if hit with 100 per cent power. So if you are (for example) 105 yards from the hole you will be handed a putting wedge – capable of striking a ball 110 yards. And though it's difficult to see how such a simple device can go horribly wrong, it does. Frequently. Still, you can ignore his selecting of clubs but then that rather defeats the object doesn't it? Tsk.

Playing the game is actually quite pleasant. Not spine-tingingly exciting, just pleasant. There is the press-for-power-press-for-direction control method which *PGA European Tour Golf* and *Sensible Golf* also endorsed, some lakes, some roads, some trees and bunkers. There is only one view from which to play the game, preventing you from viewing the hole from the tee (though pushing down on the joystick and clicking will reveal the hole in its entirety) and a cursor which you point in the direction of, er, the hole. Get to the green and this is where the problems begin. *(Heavens. – Ed.)* It's impossible to move the cursor any further than a set distance from the golfer. As a result, my golfing buddy frequently blocked my view which surely can't be right. Also, there is no indication to the lie of the green other than some light green arrows randomly spread in the guise of a pretty pattern. Putt successfully and you hear a plonk. Not (for instance) the round of applause ususally generated on such occasions by the crowd. Hang on, there is no crowd.

Sadly, the *World Golf* I'd hoped to review is like the wallpaper border I've been trying to buy for my room. It exists, but only in my head. Nowhere else. I was expecting something entirely different and improved from the quirky PD-like AP58 coverdisk demo. When I played it, however, it was evident that *World Golf* is an extended PD-like coverdisk demo and so bludgeoned my stupid optimistic brain with a steadfast reminder of reality. Thanks, if only for that.

● ***MARTIN AXFORD***



Yes, it did end up in a sand trap.

▲ **UPPERS** It plays remarkably well, the options allow for some fun and there are enough holes to maintain an interest in the game. Albeit for the duration of one round.

▼ **DOWNERS** It looks like a PD game. The graphics are simplistic and few imaginative ideas have been implemented. There is no wind, no indication to the lie of the putting green, no computer opponents, no crowd to ripple applause and the majority of holes look exactly the same. And the auto-caddy should be sacked.

THE BOTTOM LINE

After *PGA European Tour Golf*, each golf game gets progressively worse. I was tempted to use the hackneyed phrase "If you love golf then you'll love this." But I refrained because (a) this is AMIGA POWER and (b) you won't.

32 PERCENT

PL
MA

"Football isn't a matter of life and death," said Bill Shankly, "it's a game. Of football. What are you, stupid or something, or what?"

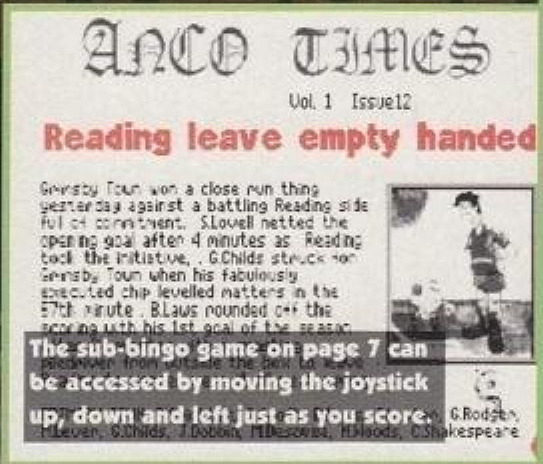
Runs on: A1200
Publisher: Anco
Author: Steve Screech
Price: £25
Release: Out now

Football. Like it? Me too. But let me indulge in a thought for a moment. What's the worst thing about football? Not secondary elements like the gentrification of the audience, bribery and corruption, or the fact that your team's crap – the actual game itself. Let's face it – it's offside. The crappest, cowardliest, most negative and most pointless rule in the game. I mean, what's the point of it? Presumably, the idea is to stop a team gaining an advantage by constantly having a player hanging around the opposition goalmouth, waiting to latch on to big ugly hoofs upfield and stick them in the net. But why is that an advantage? For a start, if you've got a player constantly goal-hanging, you're going to be a man short in the rest of the pitch. Secondly, if you do it anyway, what's to stop the defence negating the whole plan by simply having a defender stay back to mark the goal-hanger at all times?

Being offside grants you NO UNFAIR ADVANTAGE WHATSOEVER. So why do we need a stupid rule that does nothing except encourage tedious sides to thwart attacking play on a ludicrous technicality? One of the reasons why football is the best game in the world is its utterly simplistic rules – it's all obvious, straightforward, common sense. You can grasp the idea in seconds – kick the ball into the net, don't use your arms, don't kick the other players. That's it. Other sports are welcome to crap, artificial rules invented because of obvious flaws in the basic premise of the game (the six-tackles rule in rugby

Hop on the posture-enhancing machines.

EXIT
LEAGUE
RECORDS
CLUBS
A wealth of stats. Hnngh.


ANCO TIMES

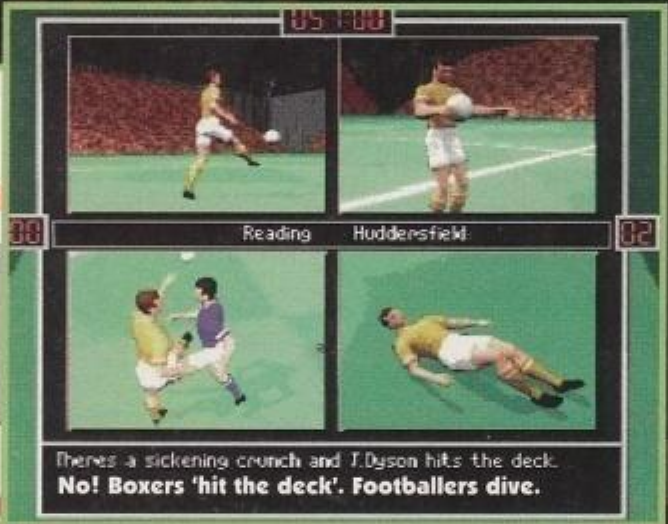
Vol. 1 Issue12

Reading leave empty handed

Grimsby Town won a close run thing yesterday against a battling Reading side full of commitment. S.Lovell netted the opening goal after 4 minutes as Reading took the initiative, . G.Childs struck for Grimsby Town when his fabulously executed chip levelled matters in the 57th minute . B.Laws rounded off the scoring with his 1st goal of the season

G.Rodgers, M.Lever, G.Childs, J.Dobbin, [illegible], M.Woods, C.Shakespeare

The sub-bingo game on page 7 can be accessed by moving the joystick up, down and left just as you score.

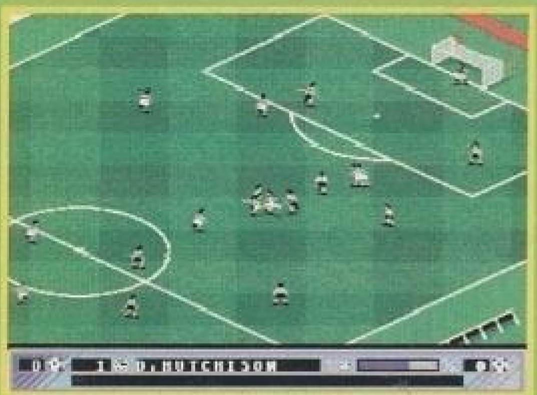


Theres a sickening crunch and J.Dyson hits the deck.

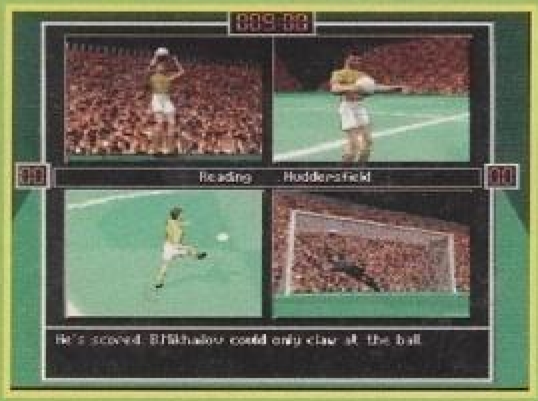
No! Boxers 'hit the deck'. Footballers dive.

WATCHING THE DEFECTIVES

With all footy manny games, the best bit is watching all your plans come to fruition (or not) in the match sequences, and to its credit, *PM2E* at least provides plenty of options here.

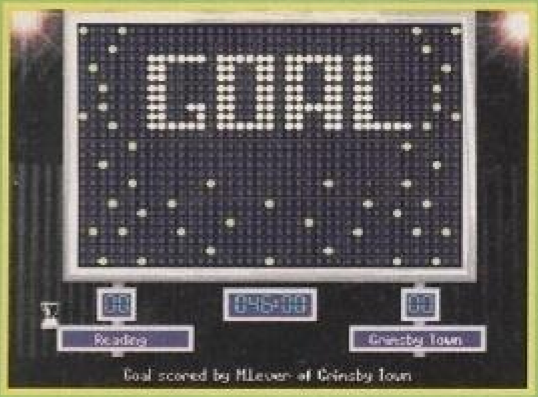


As with the original, you can watch the full game in isometric, side-on, vertical overhead and horizontal overhead views. Hey, look – I'm offside.



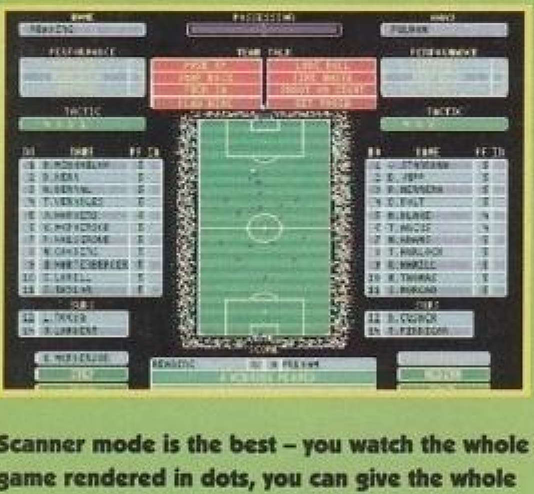
He's scored. B.Mikhailov could only claw at the ball.

Or there's highlights, where you watch little comic-strip sequences of exciting moments from the game, accompanied by amusing (text-only) commentary.



Goal scored by M.Lever of Grimsby Town

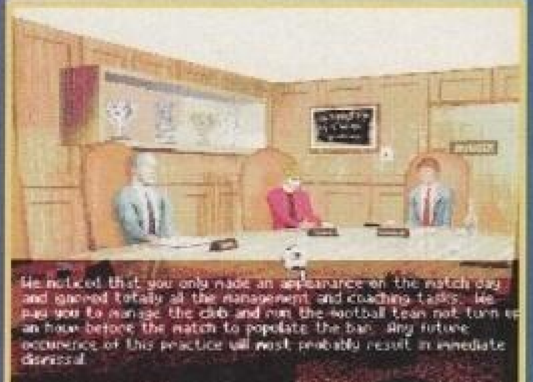
Predict is like highlights, but without pictures. And not, for example, any kind of prediction.



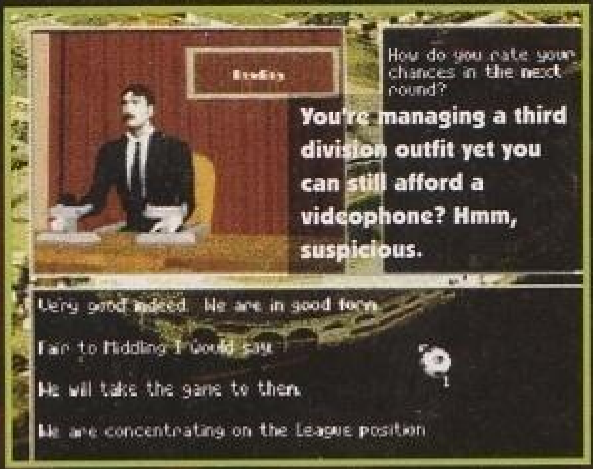
Scanner mode is the best – you watch the whole game rendered in dots, you can give the whole team or individual players instructions at any time, and the stupid offside bugs don't intrude. Unfortunately, though, the teams are practically indistinguishable (dark blue dots versus black

OH! I THOUGHT IT WAS IN!

At one point, I'd given up on fiddling with my training schedules and tactical planning, and was just robotically playing match after match. After a couple of weeks, I was summoned to the boardroom and threatened with the sack if I didn't start playing the game properly. I thought this was fabulous, and was about to award the game another 10% on the strength of it, but after flagrantly disregarding the board's demands and continuing to skip straight to match day for another 10 consecutive weeks, only to keep getting the same threat rather than actually being entertainingly sacked, I changed my mind.


We noticed that you only made an appearance on the match day and ignored totally all the management and coaching tasks. We pay you to manage the club and run the football team not turn up an hour before the match to populate the bar. Any future occurrence of this practice will most probably result in immediate dismissal.

AYER Extra NAGER 2



How do you rate your chances in the next round?

Very good indeed. We are in good form

Fair to Middling I would say

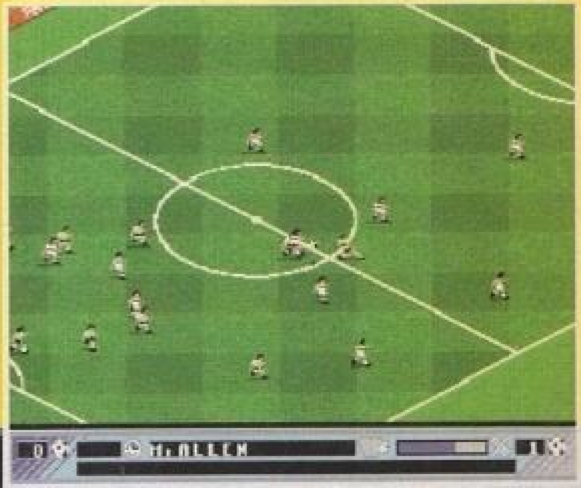
We will take the game to them

We are concentrating on the League position

You're managing a third division outfit yet you can still afford a videophone? Hmm, suspicious.

SURELY THAT'S GOING TO BE A FOUL, REF?

I'm shooting up the pitch. The ball is well out of the way, yet all three of my strikers are loitering a good 15 to 20 yards offside. As soon as the ball gets anywhere near them, the game's going to grind to yet another offside-induced halt. Telling them to hang back with the tactics manager simply makes them take up positions only 5-10 yards offside. What are they, stupid or something? *("Or what?" – Alan Hansen.)*



league, the truly ludicrous 24-second rule in basketball), but football doesn't need them, because it was PROPERLY DESIGNED IN THE FIRST PLACE. Offside is the only anachronism, and the sooner it's done away with, the better.

Guess what the pivotal force in *Player Manager 2 Extra* is. Go on.

Offside. (Drums roll, cymbals crash, crowd cheers.) Whether you're playing in matches yourself or just watching them as manager, the game will be interrupted every 10 seconds for an offside foul. There are a couple of reasons for this – one is that computer-controlled forwards take up ridiculously offside positions as a matter of course (see SURELY THAT'S GOING TO BE A FOUL, REF?), and the other is that the program SIMPLY DOESN'T UNDERSTAND THE RULE. If, while I'd been playing the game, I'd docked 1% for every time an offside was awarded WITH THE DEFENDING TEAM IN POSSESSION OF THE BALL, AP would have had to award it's first-ever negative score, and extend the Bottom Line box to encompass a few extra digits to boot. Even when the offside is given when the attacking team has the ball, it's usually given for an offside that happened five seconds earlier and 20 yards back.

0-0 AFTER EXTRA TIME

And that's not all. When the defence go to take the free kick, they invariably bring a player back to tap it straight to the player about to take the kick, and he invariably then fluffs it straight to the nearest opposition forward. Who charges unopposed straight at the goal, and frequently scores. So in fact, being given offside very often puts the attacking team in a better scoring position than they would have been if the game had just carried on. For Christ's sake.

"Drums roll, cymbals crash"

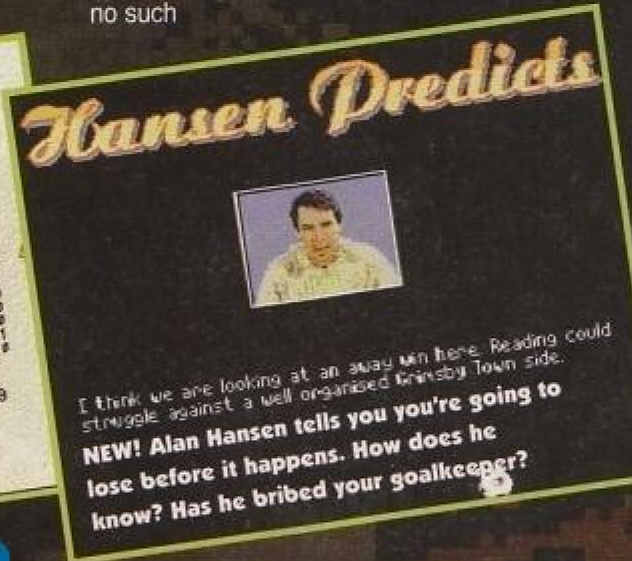
I'm harping on about this because, for one thing, it completely obliterates the point of playing *Player Manager 2 Extra* in player-manager mode. The game is so incessantly interrupted by stupidly wrong offsides that you'll give up in apoplectic frustration within two matches. It also destroys the point of watching managed matches, as the same happens – only without you being involved in it. You can still watch the 'highlights' mode, or the misleadingly-named 'predict' mode (which, in fact, does no such thing, and is simply a truncated and pictureless version of 'highlights' mode), but you've already been deprived of several of the most interesting features of the game.

And what of the management side itself? Well, Paul gave the original *Player Manager 2* 35% in issue 53, and very little has changed. There's still tons of disk accessing (there's three minutes between one match ending and the next one starting), it still takes an age to see any effect from strategic changes you might make, everything's still described in endless charts of tiny, almost-impossible-to-read numbers (and if you're using a TV instead of a monitor, make that "actually-impossible-to-read"), and there's still nothing here that you can't find in half-a-dozen better footy manny games. Is that a foul, ref? I think so.

● ***STUART CAMPBELL***

Match Day
Reading
Barnsley
Possession (%): 41
Possession (%): 59
Man Of The Match
T.Venables

Venables is presented with the Man Of The Match award and not (say) a writ.



I think we are looking at an away win here. Reading could struggle against a well organised Grimsby Town side.

NEW! Alan Hansen tells you you're going to lose before it happens. How does he know? Has he bribed your goalkeeper?

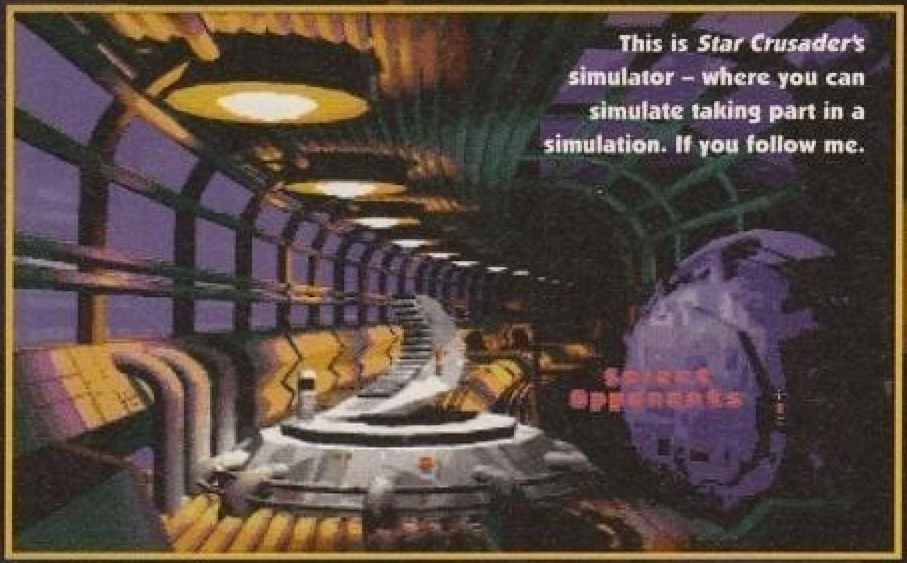
UPPERS The graphics are prettier this time round, the tactics designer is still pretty snazzy, and the match highlight sequences look great.

DOWNERS ...except you can't watch them, because if you do, every game becomes an offside-crippled 0-0 draw. It spends hours loading, and can't be installed on hard drive. The 'Player' part of the game is a farce, even if you allow for the constant offsides.

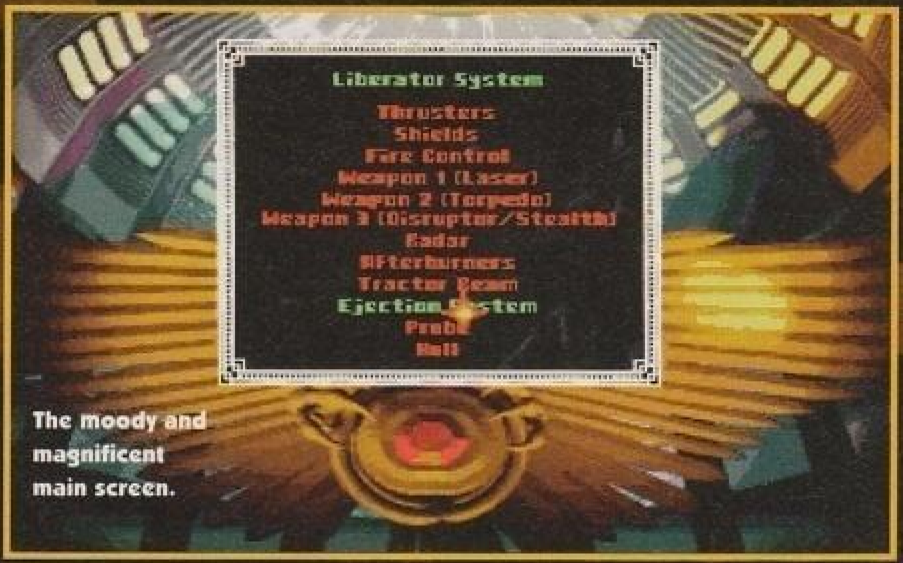
THE BOTTOM LINE

Almost all the successful footy manny games from the last 18 months are a better bet than this. Better luck third time, Anco.

32 PERCENT



This is *Star Crusader's* simulator – where you can simulate taking part in a simulation. If you follow me.

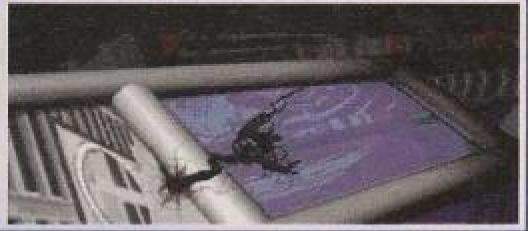


The moody and magnificent main screen.

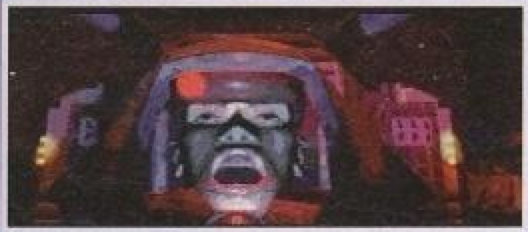
STAR CR

URGH, THAT LOOKS UNPLEASANT

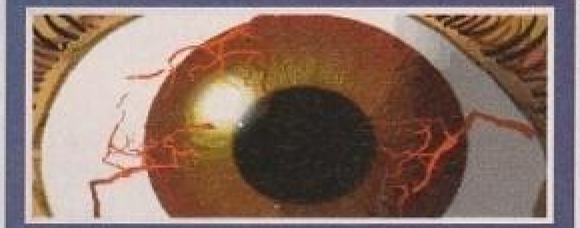
Deaths in *Star Crusader* are particularly yucky. As the highlight of the game we represent it here not to gain cheap salacious notoriety for ourselves, but rather to save you forking out any money for it.



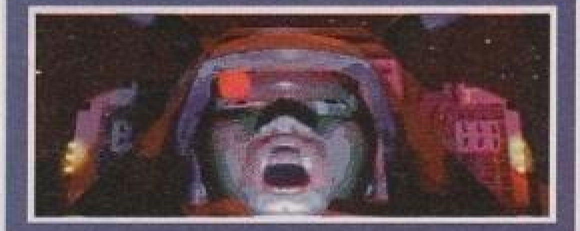
Step 1. Gulp. That's the window of your spaceship cracking. That looks ominous.



Step 2. Inside the cockpit and everything seems to be hunky-dory though.



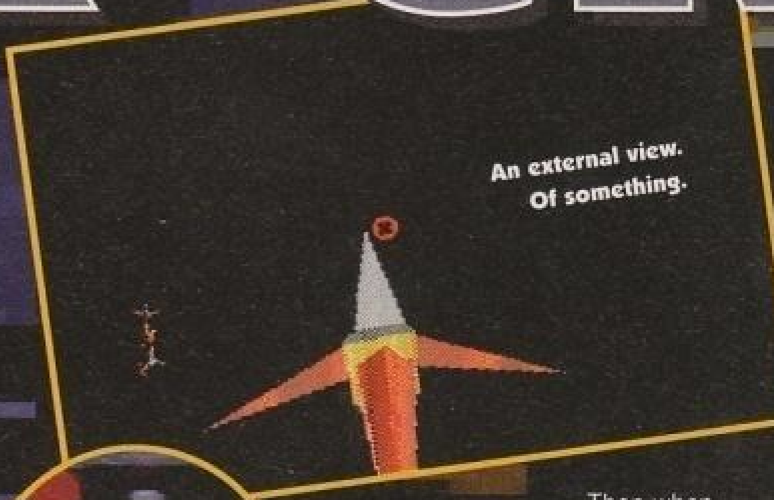
Step 3. Oh no. The blood vessels in your eye seem to be swelling up. What can this mean?



Step 4. Hang on. Now your head's

Thank heavens for the Electronic Boutique. Yes.

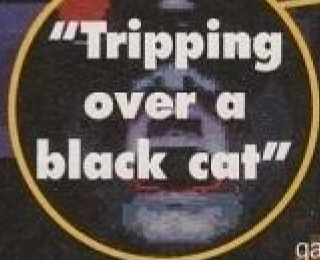
Runs on: A1200
Publishers: Gametek
Authors: Take 2 Interactive Software
Price: £13
Release: Out now



An external view. Of something.

Omens. Portents. Signs. There are good ones and bad ones. There's finding four-leaf clovers and there's tripping over a black cat and banging your nose on the pavement. That's in real life of course. Here, in the computer games Shangri-la that is AMIGA POWER, we recognise a different breed of omens when we're anticipating the release of a new game and have learnt to read them with all the sagacity of a toothless crone poring over the spilt entrails of a gutted pig.

So when we first heard about *Star Crusader's* anticipated 'delay', we nodded our heads and muttered wisely to one another. A game that's 'delayed' is potentially a game in trouble. A 'delay' is a bad omen.

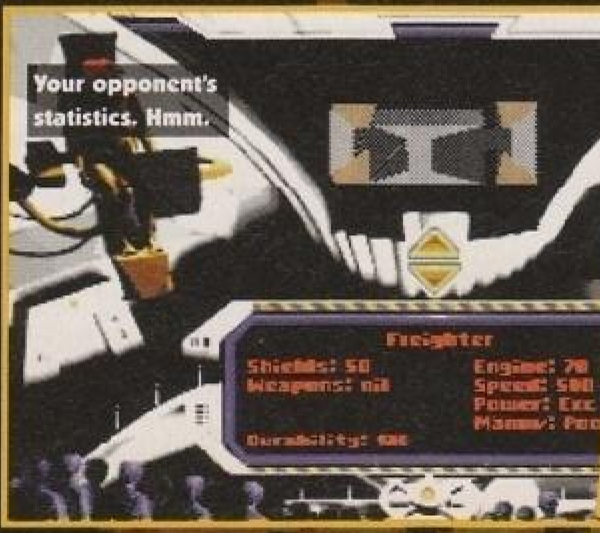


"Tripping over a black cat"

Then when we heard that *Star Crusader* had been released but that, mysteriously, nobody at Gametek had sent us a copy, our head-nodding became more pronounced, our mutterings more profound and our anticipation of the game somewhat dulled. A software company not sending us a review copy is a very definite bad omen, on a par with a raven swooping down and pecking out somebody's eye.

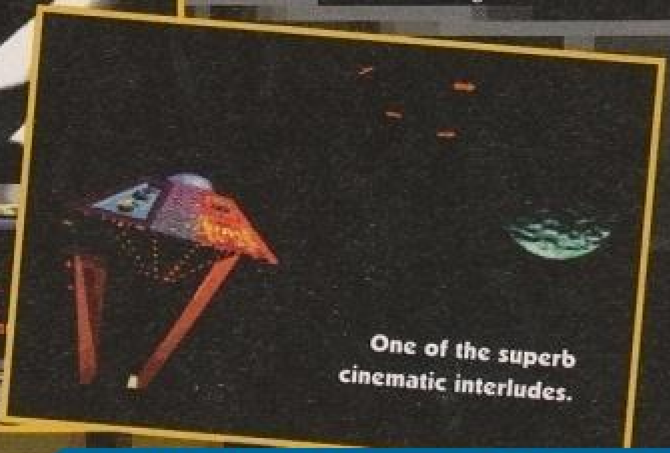
ASTEROID BATTLER

Still, the AMIGA POWER team are undeterred by bad omens, our ruthless quest for veracity over many long years has turned us into a dogged breed and *Star Crusader* would be the latest beneficiary of that determination, like it or not. So Martin went to the shop and bought it before carrying it back to AP with news of the third bad omen to befall *Star Crusader*. He got it for £13 – a brand new game,

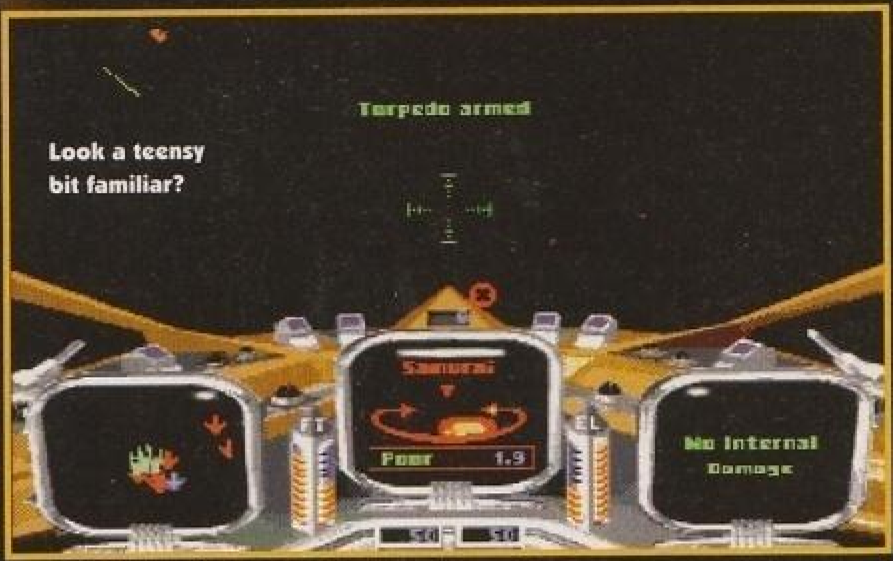


Freighter
Shields: 50
Weapons: nil
Durability: OK
Engine: 70
Speed: 500
Power: Exc
Manuv: Poo

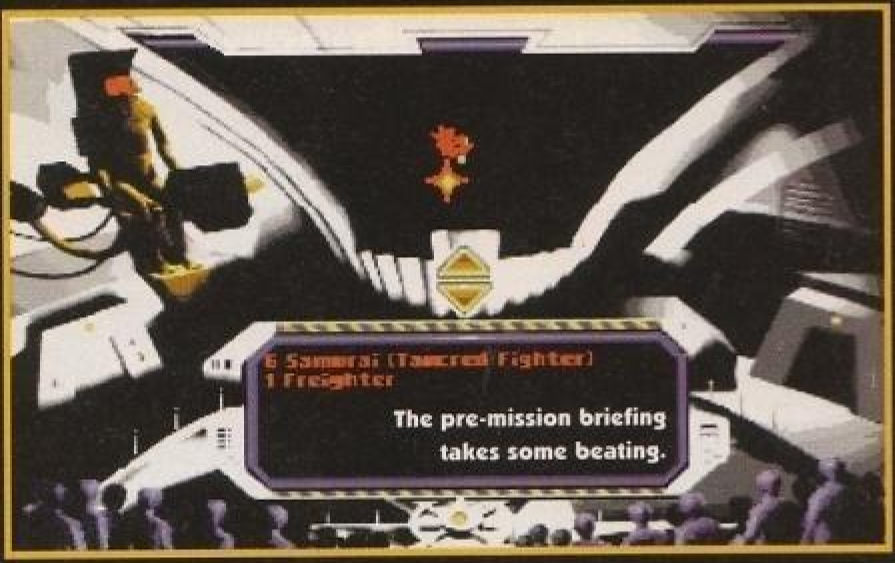
Your opponent's statistics. Hmm.



One of the superb cinematic interludes.



Look a teensy bit familiar?



6 Samurai (Tancred Fighter)
1 Freighter

The pre-mission briefing takes some beating.

USADER

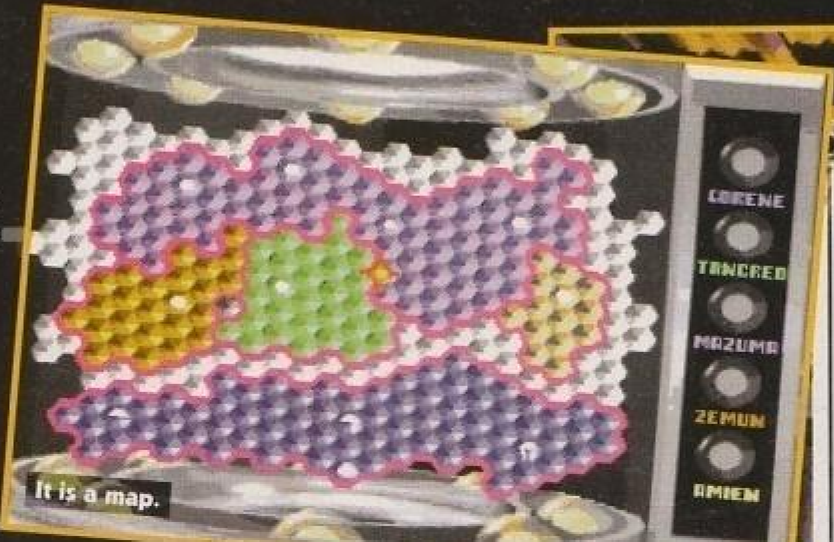
already slashed in price. Even the mighty beings of AP, even in such price-slashing days as these, blanched with terror at that omen.

And so it fell to me to review it and, on a cold winter's night with persistent rain falling heavily and the skies darkening with an impending storm, I hurried home with *Star Crusader* clutched under my arm, barely noticing the lone magpie that glowered at me from the trees on the edge of the park.

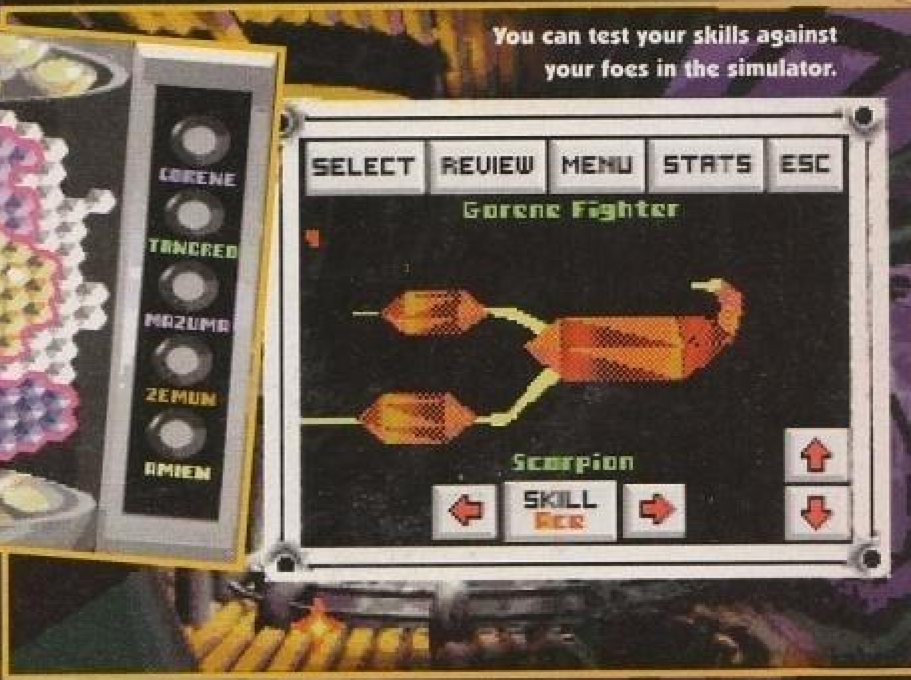
So to the game then. Well it comes on ten disks which is a bit of a bargain for the money (ahem). It only works on an A1200. It is hard drive installable only. It needs a monitor before you can read the miniscule typeface that's used everywhere in the game. The manual's written for PC-users and fails to tell you stuff like how to get the joystick working. Oh, except there's a tiny card telling you how to install it on your Amiga. And every ill omen surrounding it is justified because it's an utter and complete pile of cack.

The plot mechanics are nicked out of *Wing Commander*, (it's about space combat. The stories are told in chapters with missions explained in a briefing room before you go out and face the enemy. There are other 'characters' to get to know who will fly on missions with you) and the gameplay's nicked from *Elite*. (You fly a single seater combat craft. You can get different ones. There's a radar with all the enemy craft shown on it. There are lasers and missiles. You can switch targets. All the ships are shaded polygon groups.) Unfortunately, *Star Crusader* doesn't even manage to copy these two games successfully. Which is rather shocking, especially in the case of the far-superior-and-yet-12-years-old-and-only-came-on-one-disk *Elite*.

> **"Written for PC-users"**



It is a map.



You can test your skills against your foes in the simulator.

The atmosphere of the game is always maintained.

CELESTIAL BODY CAMPAIGNER

The *Wing Commander*-y plot bits are too plodding and predictable (although you can opt to switch sides halfway through the 104 missions) and almost completely fail to engage your imagination. The supposedly atmosphere-provoking graphics of the space station, that is your base, are tedious and barren and the 'cinematic interludes' could have been written by a five-year-old chimpanzee. And even more disappointing are the *Elite*-style space combats which are spoiled by the sponginess of your controls and the utter predictability of your opponents.

Star Crusader has the aspect of a game designed by well-meaning people who just took on more than they could handle. The number of disks (that's ten) speaks volumes for the sort of sloppy, sprawling programming that must have gone on. The major ideas of the game are cliched and dull, and the gameplay is laughably unrefined. Playtesting this game can only have been a matter of saying: "Yep, that bit works all right." There can have been no sort of criticism of *Star Crusader* or advice given to its publishers because if there had, this game would have been junked completely.

● *STEVE FARAGHER*

UPPERS There's quite a fun bit when you get killed (see boxout). Although that may just be the sense of release. And the plot twist where you can change sides is reasonably novel.

DOWNERS Everything else about the game. It's corny, ill-conceived, poorly executed and there's no discernible atmosphere.

THE BOTTOM LINE

Avoid the temptation. The one that goes: 'well some of the magazines said it was all right and it is only 13 pounds and I haven't had a new game for my Amiga in ages and it might be okay.' It's rubbish. DON'T BE A FOOL.

17 PERCENT

http://www.futurenet.co.uk/games/amigapower.html

The Wonderful World of Weird Al

"Hi there! I'm Weird Al Yankovic and I like parodying other people's songs in an highly entertaining and amusing manner. No doubt you'll recall my hilarious take-offs of Michael Jackson's "Bad" when I sang "I'm fat, I'm fat", Tiffany's "I Think We're Alone Now" (I Think I'm A Clone Now) and Los Lobos's "La Bamba" (Lasagne). Ha ha, I just can't stop myself and now, thanks to my chums at AMIGA POWER, I've been handed the opportunity to ride the waves of the InterNet on my VirtualSurfBoard to sneak up on more unsuspecting popsters for my next batch of victims."

http://www.contrib.andrew.cmu.edu/~sc5x/yankovic.html

Billy Bragg

http://noel.pd.org/~usul/billy-bragg.html

Billy's a big fan of that useless Britpop combo Blair, isn't he? Still, I've always hankered after his '80s hit "Levi Stubbs' Tears" which I've decided to parody as "Levis™ Jeans' Wearers"! Wow, I'm unstoppable!

Crowded House

http://www.etext.org/Mailing.Lists/house/

Apparently, this bunch of Kiwis named their band after a house here in the USA which was, wait for it, crowded. No, it's true! Ha ha. Ain't that quaint? Do you think they'd consider it a tribute of I re-recorded "Locked Out" as "Knocked Out" and filmed the video in a crowded boxing ring?

Links to: Finn
http://www.etext.org/Mailing.Lists/house/finnformation.html

Belinda Carlisle

http://www.wmin.ac.uk/~tjdec/welcome2.html

I fell in love with this finely-chiselled beauty in her Go-Go's days. I'd love to parody her chart smash "Circle In The Sand". I suggested "Triangle In The Mud" to her management but they refused me permission. I think changing the triangle idea for a square should do the trick.

Take That

http://www.dircon.co.uk/takethat/

It disgusts me that anyone should try to cash in other people's success. There's a so-called tribute band called Fake That who just sing silly versions of songs which just pis… *(But that's what you do! – Heckling Ed.)* Well yes, but *I'm* really funny. Aren't I?

Oasis

http://www.cts.com/browse/ginger/

Mike Flowers Pops? Pah. They don't know the meaning of the word 'parody'.

Bjork

http://www.bjork.co.uk/bjork/

Her recent soaraway pop smash "It's Oh So Quiet" was manna from heaven for me. We're currently recording a heavy metal version called "WOW! THIS IS REALLY NOISY!" Let me explain…

Frank Zappa

http://204.96.208.2/personal/student/edie/music/zappa.htm

This guy is nuts! I'd love to meet him. Ha ha. But I can't – because he's dead. Poor guy. Fancy writing a lyric like "Watch where the huskies go, don't you eat that yellow snow." What a weirdo.

Garth Brooks

http://www.tecc.co.uk/mparkes/garthbrooks/

This guy is worshipped in the States. I'd never touch his lyrics though because they're so moving. I worry about not doing his music justice.

Mariah Carey

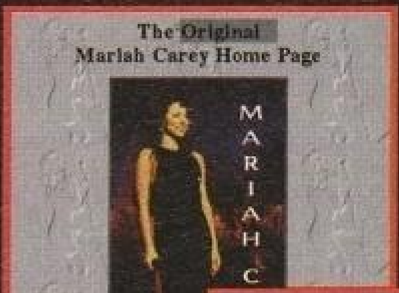
http://biogopher.wustl.edu/audio/mariah.html

This little lady is sooo beautiful and boy, has she got a great voice or what? How she reaches those high notes I'll never know. I was hoping to do something kinda like "All I Want For Christmas" and then reeling off loads of things I want. But I can't reach the high notes. The band suggested one way but hey, I don't take my work *that* seriously. No, really.

Morrissey

http://www.npl.com/~carvids/Mozpage.html

This is one guy I really can't stand. If I were to sing one of his songs there is no way it'd be a tribute to the man. "Every Day Is Like Sunday"? "Every Song I Sing Sounds The Same", more like. I'm on fire!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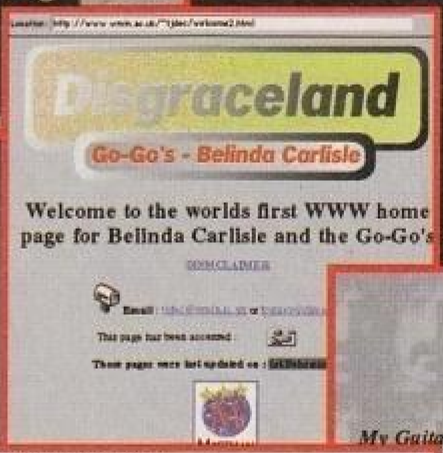
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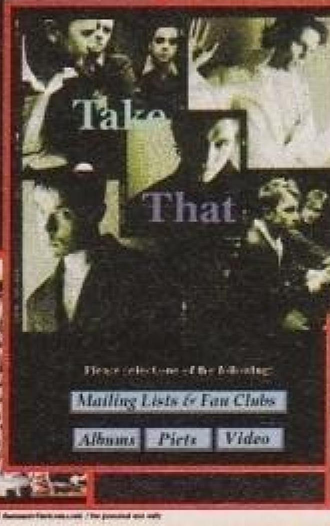
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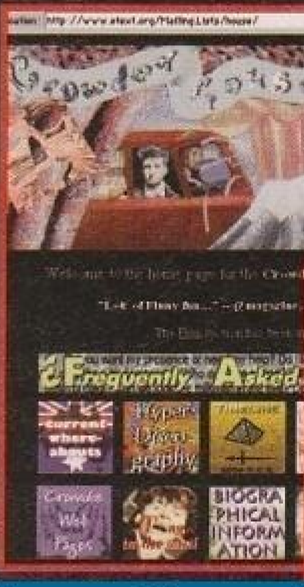

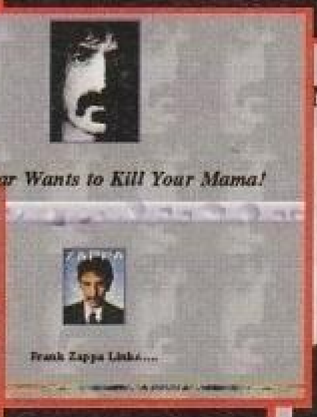
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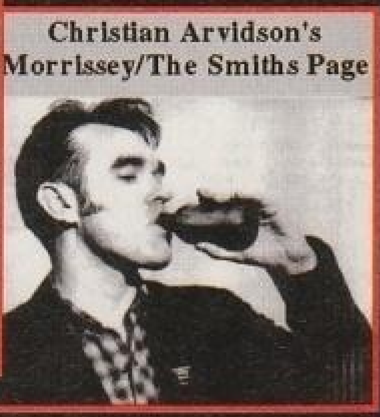
Frank Zappa Links....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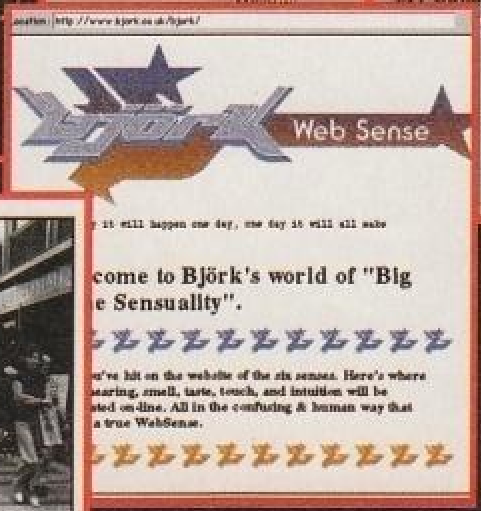
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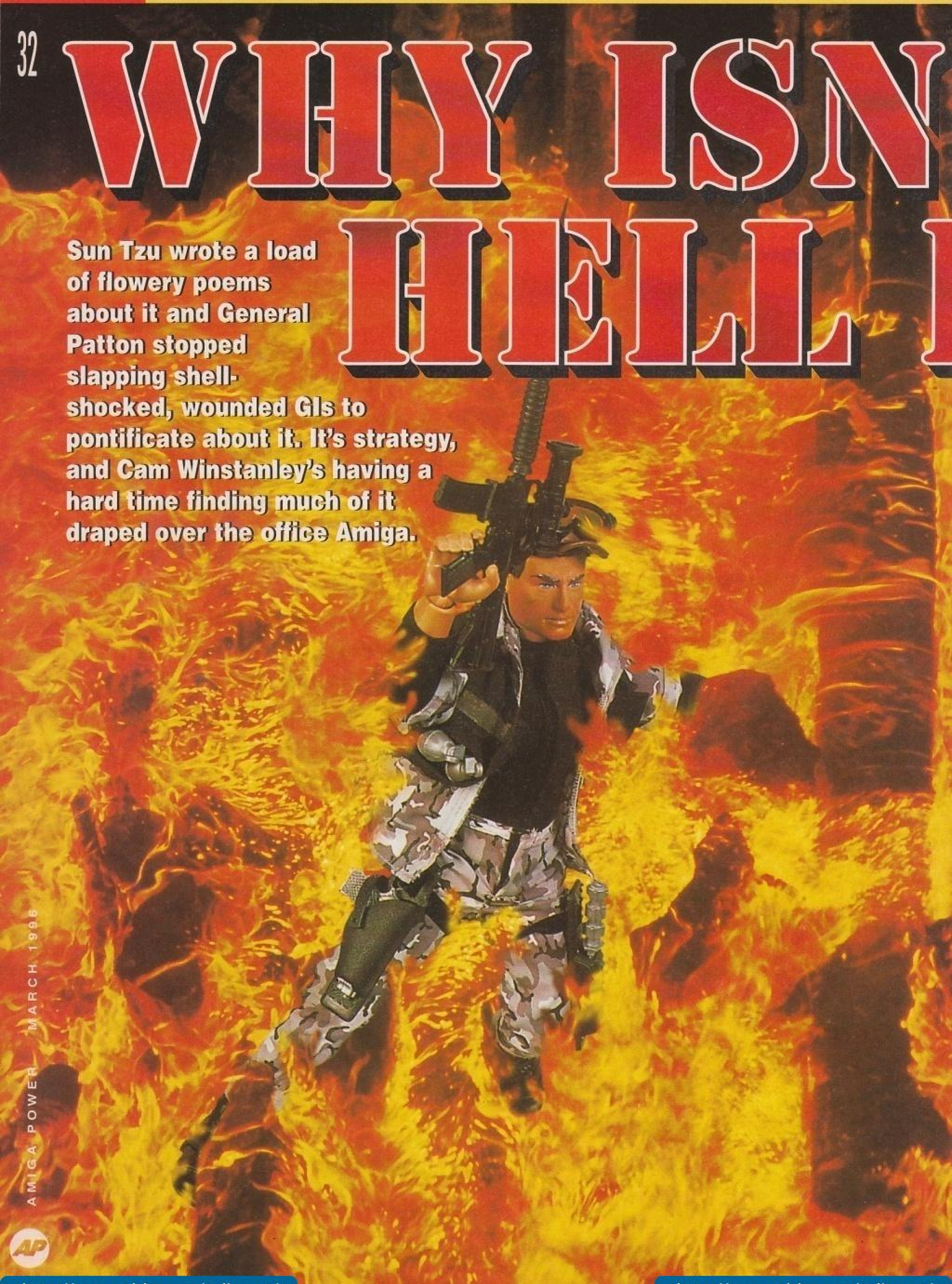
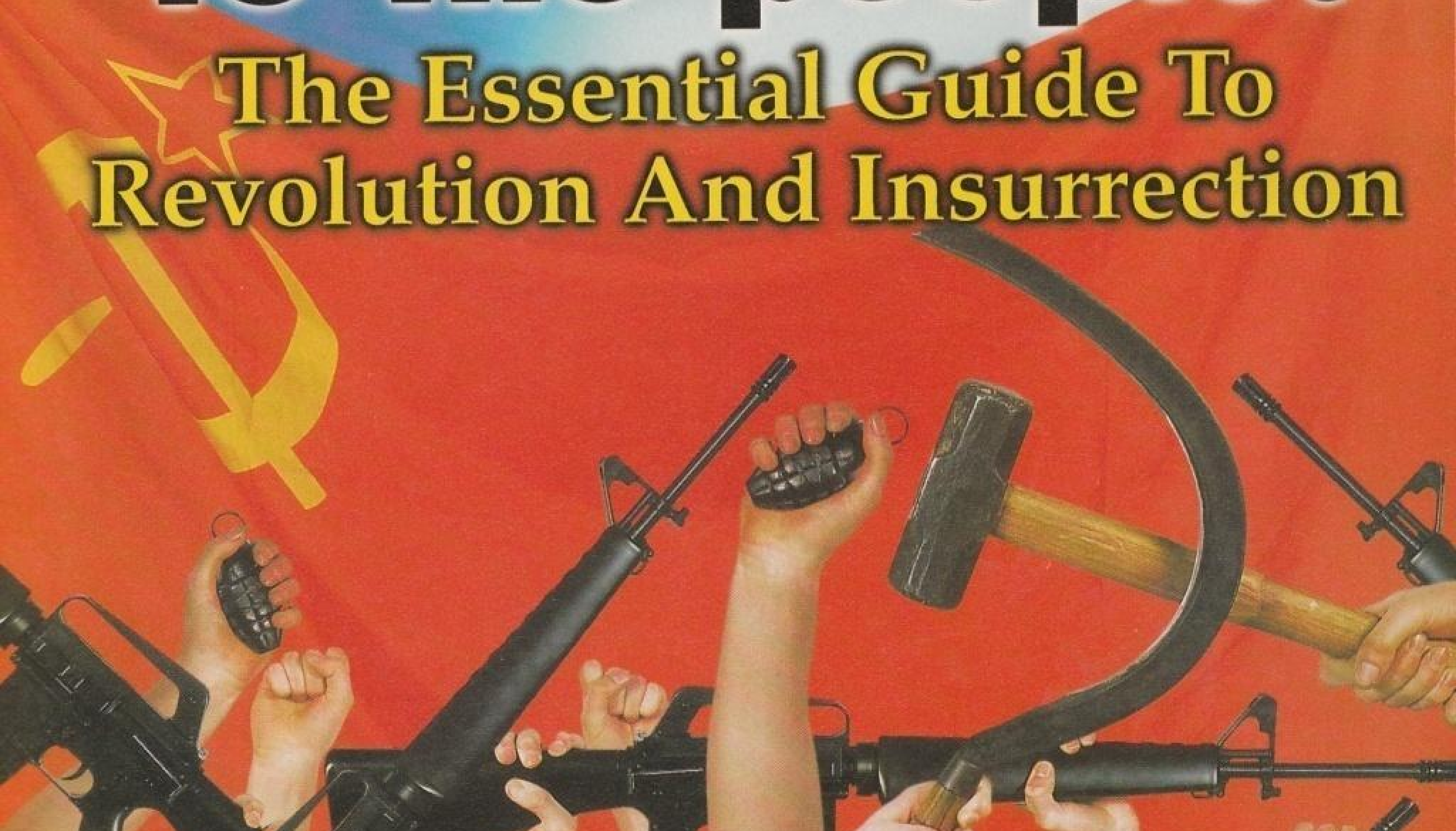
WHY ISN
HELL

Sun Tzu wrote a load of flowery poems about it and General Patton stopped slapping shell-shocked, wounded GIs to pontificate about it. It's strategy, and Cam Winstanley's having a hard time finding much of it draped over the office Amiga.



AMIGA POWER to the people.

The Essential Guide To Revolution And Insurrection



Are you feeling oppressed? Do you wish you could overthrow the ruling elite and establish a new social order? Do you hanker after a world where freedom and equality are taken for granted rather than fought for in the daily class struggle? Do you want to carry a big gun and make people do what you tell them? Do you want to be a REVOLUTIONARY? In this handy pull-out supplement, AMIGA POWER brings you everything you need to know about revolutions and revolutionaries, complete with a 10-step guide to starting your own revolution.

AMIGA POWER'S TEN FAVOURITE REVOLUTIONS

Before you get down to some serious rebellion, have a look at how the professionals do it.

NAME: THE RUSSIAN REVOLUTION (1917)

Key Players: Lenin, Trotsky

Briefly: The Tsar and his family were nasty so Lenin led the Bolsheviks against them.

Outcome: After a few years of optimism, Stalin took over in 1927 and proved nastier than the Tsar. Subsequent leaders continued the nastiness until, eventually, the communist system fell apart.

AP revolution rating: Good start, but they let the loonies get control too soon. 43%

NAME: CHILE (1973)

Key Players: The CIA

Briefly: The CIA helped General Pinochet get into power because they didn't like the previous leader, Dr Salvador Allende.

Outcome: Pinochet got ousted but the CIA continues to control much of the rest of the world.

AP revolution rating: At least we got to mention the CIA again. 5%

NAME: THE FRENCH REVOLUTION (1789 AND AGAIN IN 1848)

Key Players: A vast collection of French blokes

Briefly: A load of French middle class types got fed up with the way the king (Louis XVI) was running the country, decided to change things for the better, but accidentally let Napoleon take over. The monarchy came back for a bit. Then went away again.

Outcome: The Third Republic turned out to be just as imperialistic as the other two (and the Ancient Régime) but no one cared because they all had nice new Renault Lagunas to drive around in.

AP revolution rating: Seems to have achieved all its aims with a long lasting overthrow of the old order. 76%

NAME: AMERICAN WAR OF INDEPENDENCE (1776)

Key Players: A vast collection of American blokes

Briefly: George III had the temerity to imagine that being king bestowed certain privileges upon him to do as he damn well pleased. Which it didn't, according to a band of American intellectuals. They declared independence.

Outcome: The United States Of America remains independent of Great Britain to this day and has the temerity to imagine that being the largest economic power in the world bestows certain privileges upon it to do as it damn well pleases. Which it does, apparently.

AP revolution rating: Not enough violence in the original revolution for our taste, but a thoroughly violent society has grown from it so 'hurrah'. 72%

NAME: JUST ABOUT EVERY LATIN AMERICAN COUNTRY

Key Players: Just about every Latin American person (but especially Che Guevara)

Briefly: Every five minutes someone overthrows someone else and takes over as El Presidente.

Outcome: Five minutes later someone tries it.

AP revolution rating: Certainly very persistent. And one of the Mexican revolutions inspired the Marlon Brando movie Viva Zapata. 51%

NAME: THE INDIAN MUTINY (1857)

Key Players: The Bengal Army

Briefly: Britain couldn't sell its shoddy cloth in Europe so it decided to steal other people's countries and force the occupants and former owners to buy the cloth instead. The people whose countries had been stolen rather thought this wasn't fair and tried to steal them back.

Outcome: An own goal for the Bengal Army. India had been under control of the East India Company but after the mutiny it was controlled by the British Government. For another 90 years.

AP revolution rating: Never underestimate the determination of a system run on greed. A good try but not really up to snuff. 34%

NAME: THE PEASANTS' REVOLT (1381)

Key Players: Some peasants, Wat Tyler

Briefly: The peasants weren't very happy at being peasants and went on the rampage. They managed to occupy London and entered negotiations with Richard II for the abolition of serfdom and greater freedom of labour.

Outcome: During a scuffle at the meeting Wat Tyler was stabbed by the Lord Mayor (William Walworth). Walworth subsequently had Tyler dragged from hospital and beheaded.

AP revolution rating: A genuine uprising with violence. Allowing your key player to get stabbed was a bit silly, though. 62% (for the violence)

NAME: CUBA (1959)

Key Players: Fidel Castro and his brother Raúl. And Che Guevara.

Briefly: The Castro brothers didn't like the regime of Fulgencio Batista and, after several attempts, eventually raised an army to overthrow him.

Outcome: Batista's dictatorial regime was replaced by Castro's dictatorial regime.

AP revolution rating: A great success which hugely annoyed the Americans. And they all drive the most amazing 1950s American cars. Pity no one seems too happy about it except Castro and his brother but, hey, it was their revolution. 63%

NAME: INDIAN INDEPENDENCE (1947)

Key Players: Mohandas ('Mahatma') Gandhi

Briefly: Gandhi led non-violent non-co-operation against the British regime for 30 years.

Outcome: The British granted India its independence in 1948.

AP revolution rating: Outstanding. 94%

NAME: THE INDUSTRIAL REVOLUTION (1830 ONWARDS) *(Just a moment. – Ed.)*

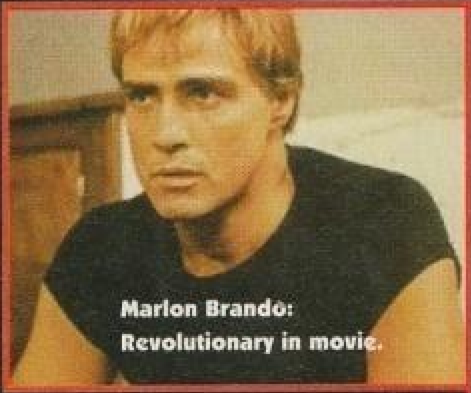
Key Players: Newcomen, Watt, Compton, Trevithick, et al

Briefly: The invention of the steam engine in 1830 led to rapid industrialisation and the movement of population from rural areas to the increasingly prosperous towns and cities. *(No, wait, aren't we drifting off the point a bit? – Ed.)*

Outcome: Slums, rickets, pollution and Manchester.

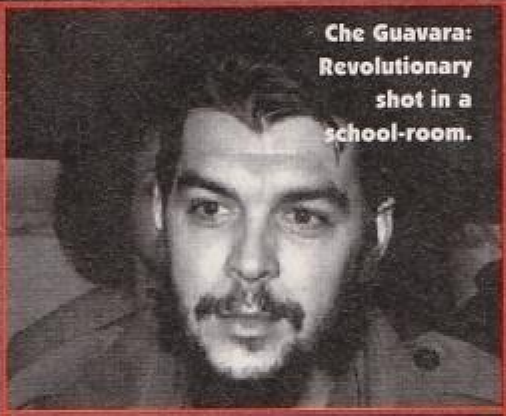
AP revolution rating: A staggeringly successful revolution and one that really did revolutionise things. Pity about the slums, rickets and pollution, though. And Manchester, of course. 84%

Lenin hid his fear of baldness by growing a pointy beard and overthrowing the Tsar.

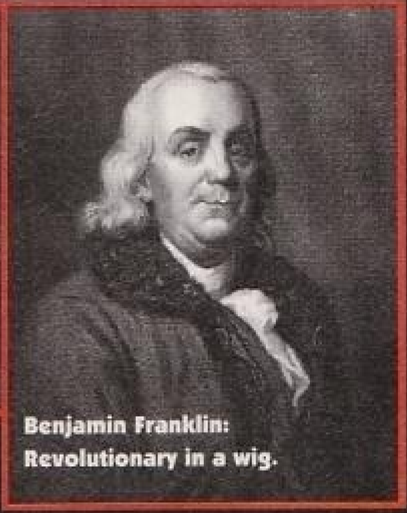


Marlon Brando: Revolutionary in movie.

Fidel Castro: Revolutionary in paradise.



Che Guavara: Revolutionary shot in a school-room.



Benjamin Franklin: Revolutionary in a wig.

POWER EXTREME!

NAME:GHANDI
Rebelled in: India
Special Powers: Able to infuriate oppressors by simply not doing what they told him to.

NAME: CHE GUAVARA
Rebelled in: Every Latin American country (including Cuba)
Special Powers: Managed to get his picture on every lefty poseur's study wall.

NAME: FIDEL CASTRO
Rebelled in: Cuba
Special Powers: Mighty beard and cigar.

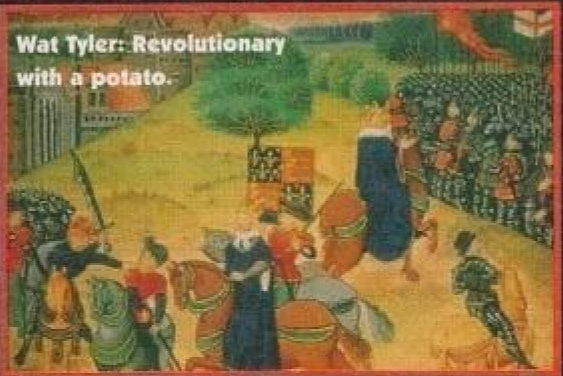
NAME: THOSE FRENCH BLOKES
Rebelled in: France
Special Powers: Silly hats, the Guillotine, garlic breath.

NAME: EMILIANO ZAPATA
Rebelled in: Mexico
Special Powers: Able to remain completely unknown except in the Marlon Brando movie.

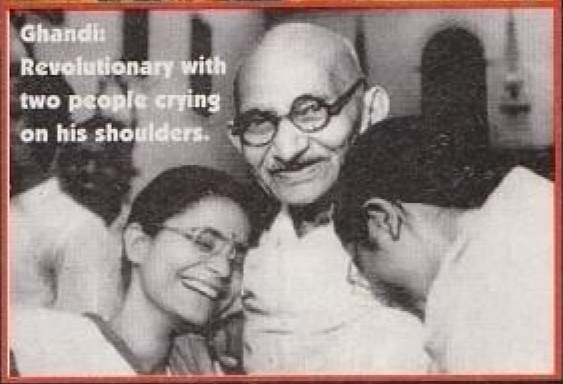
NAME: LENIN
Rebelled in: Russia
Special Powers: One of only three socialists in history ever to have read the works of Karl Marx.

NAME: WAT TYLER
Rebelled in: England
Special Powers: Being stabbed

NAME: THOSE AMERICAN BLOKES
Rebelled in: America
Special Powers: Writers of the mighty Declaration Of Independence, a celebrated document which doesn't really say anything.



Wat Tyler: Revolutionary with a potato.



Ghandi: Revolutionary with two people crying on his shoulders.

SYMBOLS OF THE PEOPLE

An iconic symbol of the revolution is, of course, essential. Spittle-spattered rhetoric is all very well and good but, at the end of the day, you need some symbol of the workers' toil against oppression to put on flags so all your easily-led gun-toting dolts can wave them around at rallies. Chosing the right symbol of rebellion can make the difference between a rebellion that fails straight away, and one that becomes corrupt and bloated later on.

HAMMER AND SICKLE – To represent industry and agriculture. It's fantastic, but unfortunately already been used.

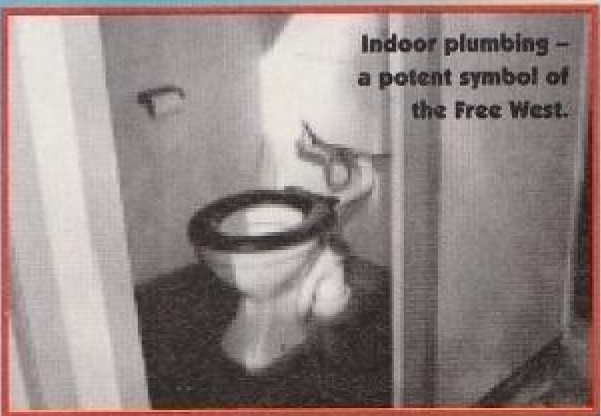
GAS COOLED NUCLEAR REACTOR AND COMBINE HARVESTER – To represent the modern faces of industry and agriculture. It's a neat idea, but we challenge you to fit it on a flag.

CLENCHED FIST HOLDING AN AK47 – Once again good. Once again, overused.

PINEAPPLE AND MACHETE – To represent agriculture, but also the workers' willingness to take up their farming implements to use as weapons. Great for tropical countries, less relevant for areas dedicated to farming potatoes and beetroots.

AN INDOOR TOILET, CABLE TELEVISION AND A BOX OF CHICKEN McNUGGETS – Because it's good for the fighting spirits of the peasants to give them an idea of what life will be like after you take control.

A BLANK CHEQUE FROM THE BANCO REPUBLICA WRITTEN OUT TO YOU – Although it's probably not good for the fighting spirits of the peasants to give them this clear an idea of what life will be like after you take control.



Indoor plumbing – a potent symbol of the Free West.

Viva El Presidente Amigo Poweresso!

("Start your own revolution and cut out the middle man"*)

If you want to get yourself into the history books, why not try our simple 12-step guide to insurrection?

1 LIVE IN AN OPPRESSIVE REGIME

Naturally, you're not going to win many supporters around the world if you rebel against a benevolent and easy-going regime. It might be necessary for would-be revolutionaries to either, a) move to another, less pleasant country or b) campaign on behalf of those who would oppress us in order that they might later be overthrown on the glorious day of the revolution.

2 BE A POWER-MAD LOONY

With a few notable exceptions, most revolutionaries are monomaniacal psychopaths. For goodness sake, get a grip on yourself. It's no good wanting to merely change the world, you've got to want TO CONTROL IT.

3 CHANGE YOUR NAME

You'll never get anywhere as plain old Vladimir Ilyich Ulyanov, Ernesto Guevera de la Serna, or Fidel Castro. You've got to be Lenin. Or Che Guevara. Or, er, Fidel Castro. Damn.

4 GROW A BEARD OR MOUSTACHE

Go for originality so that it can be named after you (like the Zapata Moustache). A bit tough if you're a girl, this one. Sorry. Still, you're a resourceful revolutionary girl – you'll think of something.

5 FIND AN IMPENETRABLE POLITICAL DOCTRINE

All revolutionaries believe passionately in something. All the really good revolutionaries believe passionately in something that no one else understands and talk about it in confident tones at revolutionary meetings. To those that would challenge them they say, "Pah, what do you know, your mind is controlled by the [insert derogatory name of oppressive regime here]. You will never understand until your mind is free." Then they stroke their beards and affect a thoughtful, far away look.

Top tip: do your research carefully and make sure you pick a philosophy that contradicts the present regime or you'll look a bit silly at rallies. "We believe in freedom, equality, and justice for all," you cry.

"So does the government," says a voice from the back and everyone goes home for their tea.

6 FIND YOURSELF A POWERFUL ALLY

Once you've got yourself a political stance, try to find a government somewhere that agrees with you and get them to sponsor your revolution. Beware of deals that involve simply putting the country's name on your revolutionary uniforms and go for something that involves weapons and advisors. Following the break-up of the Soviet Union it's a bit tough for Communist rebels to find the sort of support they used to be able to rely on, but the CIA still has plenty of cash floating about if you fancy trying to overthrow a communist regime. You could probably persuade the CIA to help you overthrow anyone – they haven't much to do these days.

7 INFLAME LOTS OF EASILY-LED GUN-TOTING DOLTS WITH YOUR FIERY RHETORIC

Natch.

8 STORM THE WINTER PALACE

Or other easily recognisable symbol of the regime's power.

9 SET UP THE NEW ORDER

Begin by placing all your friends in positions of power and announcing free elections 'soon'.

10 KILL YOUR FRIENDS

It's no good having all those loony revolutionary types around you – you can't trust anyone who helped to overthrow a government.

11 SURROUND YOURSELF WITH OBEDIENT LACKEYS

Appoint yes-men into the positions of power and move into the presidential palace.

12 CANCEL THE ELECTIONS

And proclaim yourself President For Life.

WHAT TO RAISE A PEOPLE'S ARMY, WAGE BLOODY GUERRILLA WAR AND SEIZE CONTROL OF THE STATE OVER	WHAT NOT TO RAISE A PEOPLE'S ARMY, WAGE BLOODY GUERRILLA WAR AND SEIZE CONTROL OF THE STATE OVER
Injustice	A really good, sensible and helpful policy
Government crimes	Grammatical crimes
Corruption	Feeling grumpy
Refutation of human rights	Being made head of a military junta

MAKE YOUR OWN MOLOTOV COCKTAIL

- 1/2 pineapple
- 1 mango
- 2 kiwi fruit
- 2 bananas
- 1 small bunch seedless grapes (red or white)
- 2 passion fruit
- 1/2 litre orange juice

Peel and slice the pineapple, mango, kiwi fruit and bananas and chuck them into a large bowl. Wash and halve the grapes and chuck them in as well. Halve the passion fruit and say, 'Good lord, that's revolting,' when you see what they look like inside. Scoop out the goop and drop it into the bowl with everything else. Pour the juice over the fruit, cover the bowl with clingfilm and put it in the fridge to chill.

Serve in small bowls with lashings of double cream as a refreshing snack between heavy bouts of insurgency and rebellion – your people's army will love it.

---

*Billy Bragg – *Waiting For The Great Leap Forwards*, Workers' Playtime, GO! DISCS (1988).

’T WAR ENOUGH?

There's a group of games that captures the cut and thrust of combat, that puts you on the knife edge between life and death where one wrong move or one foul stroke of bad luck can wipe you out at any moment. In these games you're just a small, insignificant little speck of protoplasm waiting to get swatted off the cosmic playing board of life by an explosion so huge and all-consuming they could send home what's left in a yoghurt pot.

These games are, of course, shoot-'em-ups, and, since they possess the tactical depth of Barbie's Jacuzzi, have no reason to be mentioned ever again in this feature.

Wargames get a hard time from most magazines across all formats, and deservedly so. They're supposed to be a genre of game that sets you complex military problems akin to the Kasparov/Short playoff of 1994, yet usually they're needlessly complex, needlessly long and most of all, astonishingly unentertaining. While the maxim "90 percent of anything is crap" holds good for most type of game, you've really got to add about another six onto that total to cover the screaming tedium of most computer wargames. Find me a game that uses the phrases "turn-based tactical input screen", "historically accurate scenarios" or "Dr Peter Turcan" on the box, and I'll show you the bullet-biting angst of being a doomed playernaut crash-landing on the Planet Dull.

I therefore now present below my wargame manifesto and hope someone will listen.

And that's the basis of my case really. They're games and so should be enjoyable. What's the point of recreating an ancient battle in incredible detail if it's too dull to stick with or too complicated to start? Answer – there isn't one, so instead of plodding through the usual list of good games and bad games on the Amiga (since there aren't that many of either in this case) let me instead try to throw a little light on the failings and hopes of a generation of computer wargames as I now wander randomly through a lifetime of strategy game anecdotes with all the planning and forethought of an Alzheimer case inadvertently let out of a care home.

"Left in a yoghurt pot"

BITS OF CARDBOARD

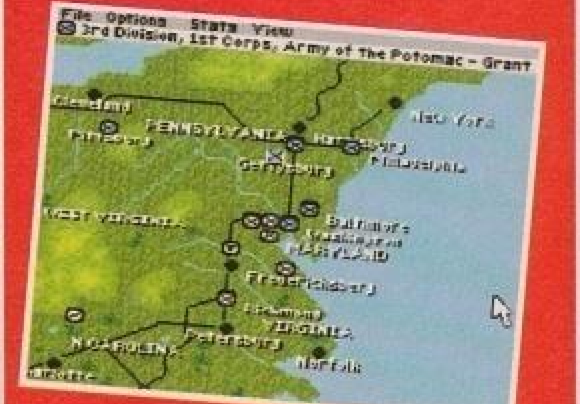
What's annoying to me is that it's not as if games have to be thought up from scratch. Tabletop wargamers have been moving bits of cardboard over hex maps and lead figures over green baize for decades, and in doing so have produced rulebooks so comprehensive and massive that the manuals of civil aviation flight sims appear as flimsy pamphlets next to them. Surely it'd be a breeze to let the computer take the strain of remembering all the rules and rolling the buckets of dice while the players got into the action?

The first computer wargames I ever played did just this. In the world of the Spectrum, Lothlorian were the kings of strategy, pumping out a wargame every few months. *Dreadnoughts* was a WW1 battleship game that featured none

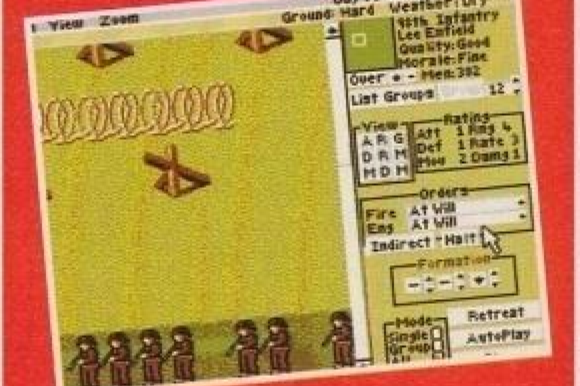
➤

A WORD ABOUT IMPRESSIONS

No opinion about Amiga wargames could be complete without a mention of the Micro Miniatures battle system as used exclusively in wargames from Impressions Software. On paper, it sounds great – a real-time battle system where individual units act intelligently on their own while still responding to instructions from you, combined with the option to freeze the battle and peruse the various engagements at your leisure. Unfortunately, in every game in which it was used (and it was used in a lot) it results in all units either running to the middle or getting stuck in static fights that lasted forever. Or until you intervened. Or died of boredom. Nothing on the Amiga has been so consistently useless, yet so optimistically overused, as Micro Miniatures battle system.



The Blue and The Grey **– serious American Civil War game. Seriously dull, that is.**



And D-Day, represented by poorly animated soldiers. Very poor.

➤

WARGAMES SHOULD...

...be able to be played without reading a 200 page manual.

...present differing challenges dependent on the topography of the playing area.

...allow you to win using a variety of different strategies.

...give you the option to play both sides.

...have you and the computer abiding by the same set of rules.

...give you the option to play against another human.

...put playability before realism – they are, after all, games not simulations.

...have an acceptable level of random factors affecting the outcome.

Simple enough you might think. How hard could it be to abide to all these demands?

of the niceties present in modern games. It was two player only (with no computer artificial intelligence) and because the strategy depended on searching out the enemy, when it wasn't your turn, you had to face away from the TV screen while the other player moved his fleet. Naval games are one branch of computer wargaming that has truly come of age, although as with many things these days, the best ones are on the PC. Grr.

Johnny Reb (another Lothlorian Speccy game) was set in the American Civil War and consisted of a single screen split down the middle by a river forded by a single bridge. It was a simple game, but it possessed all the vital elements a good wargame should have. The terrain was crucial to the game, with many games revolving around control of the bridge crossing. However, it was still possible to cross the river elsewhere, at the risk of severely weakening your units, so frantic attempts to encircle the enemy were possible but risky. Well placed artillery could devastate troops (especially if you caught them on the bridge bottleneck) and given some open ground, cavalry could storm into action and chase opposing infantry down. *Johnny Reb* sprang instantly to mind when I reviewed *Fields of Glory* (MicroProse, AP44, 61%) as nothing seemed to have been learned in the intervening decade between the two games. *Johnny Reb* was a playable mix of strategy and luck, *Fields of Glory* looked nice. Which one would you rather play?

MY TURN, YOUR TURN

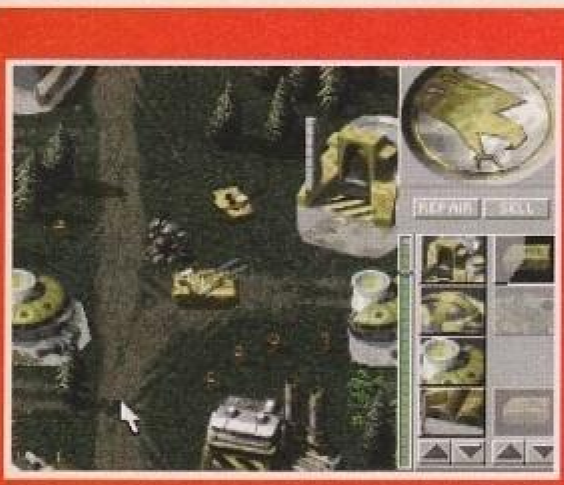
The board game legacy lives on in most wargames in the form of taking turns to move or fight, and it's here that processing power becomes important. Terrific strategy games like *Sabre Team* and *UFO: Enemy Unknown* are rendered unplayable on slower machines by three, five or even fifteen minute breaks in play while the computer struggles to implement your moves and work out those of the enemy. This is clearly not on.

The only games I can think of that effectively erase this problem are those written by German muddy funsters Blue Byte. *Battle Isle*, *Battle Isle '93* and *History Line 1914-1918* all break the action into moving and attacking phases. In this way, while you move all your pieces on one half of the screen, the other player (whether human or computer) plans attacks, and when you've both finished, you switch over. Add to this the fact that all commands can be given using just a joystick, and you can see why the Blue Byte system is, in my view, the best turn based wargame system around. Which is why it's such a tragedy that *Battle Isle 2* (featuring variable altitude aeroplanes and changing seasons which freezes lakes in winter and makes lowland boggy in spring) only ever came out on the PC. Grr.

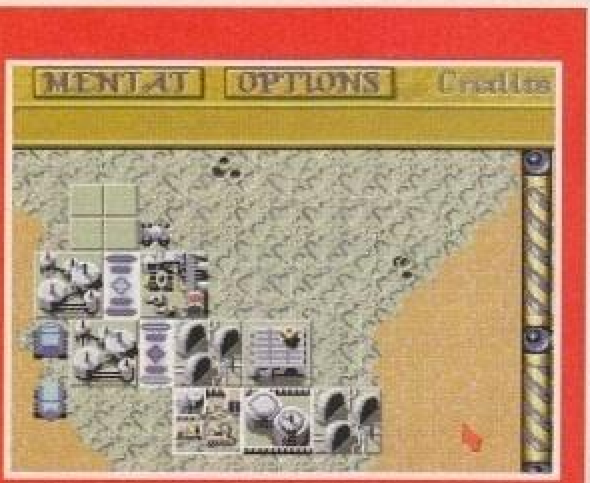
BORN FREE

The other way to go at wargames is the tabletop skirmish concept, where movement isn't constrained by squares or hexes, making the action more fluid and believable. The ultimate freedom (once again, in my opinion) is a real-time wargame, where intelligent units respond to your orders but also act to defend themselves independent of your intervention. The pace of this sort of thing's essential as, if things happen too slowly, you might as well stick with turn based games. However, if units move too quickly, you're effectively playing a complex shoot-'em-up, and the chances of you planning rather than just reacting are diminished. I tend to think that real time battles are the Golden Chalice of computer wargaming, and they're

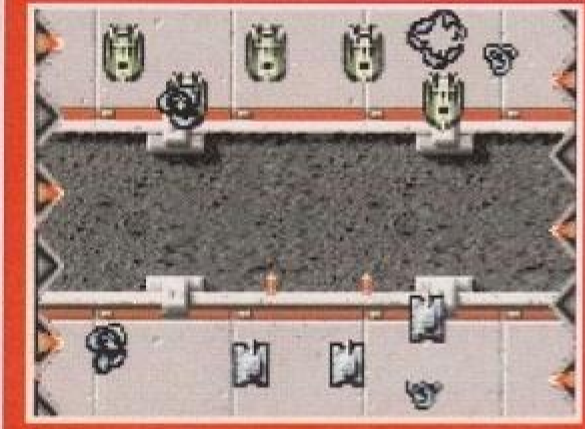
GOOD IDEA, BAD IDEA



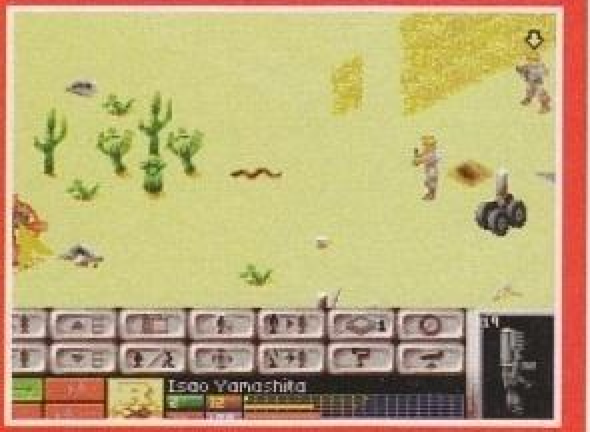
MULTIPLE MOVEMENT
In *Command and Conquer*, a box can be dragged around massed units.



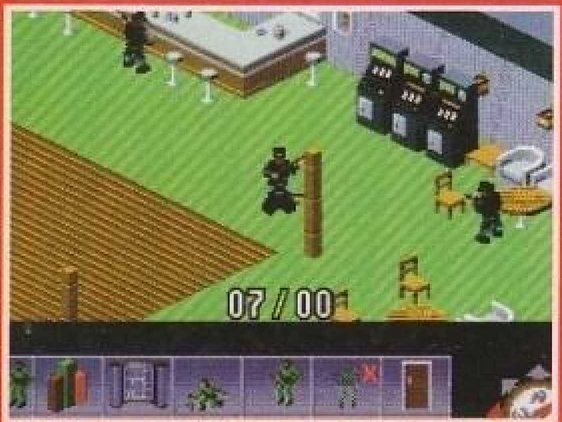
SINGLE MOVEMENT
In *Dune 2*, each unit has to be clicked on and moved separately.



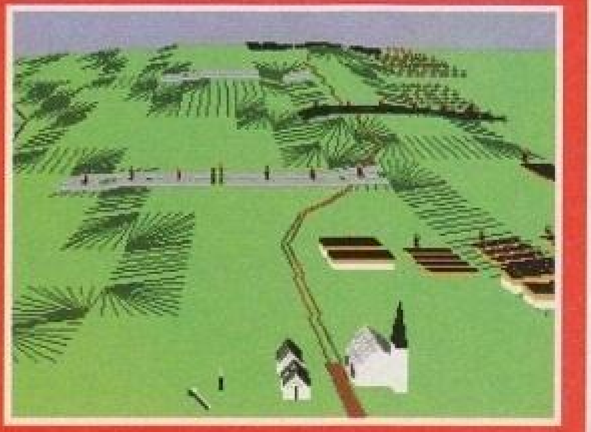
STAYING BUSY
In Battle Isle, you're always either moving or attacking and there's little inactivity.



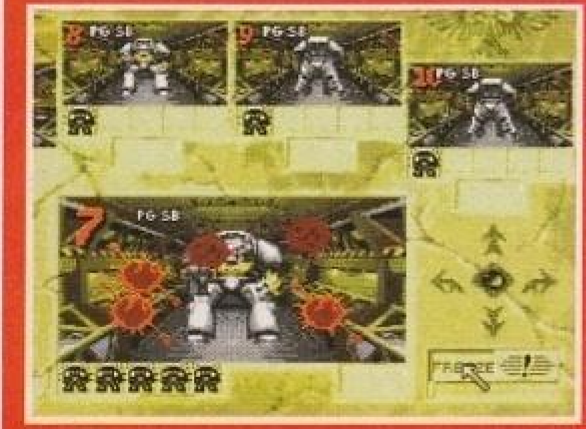
TAKING TURNS
In *UFO: Enemy Unknown*, the computer takes forever when thinking about moving.



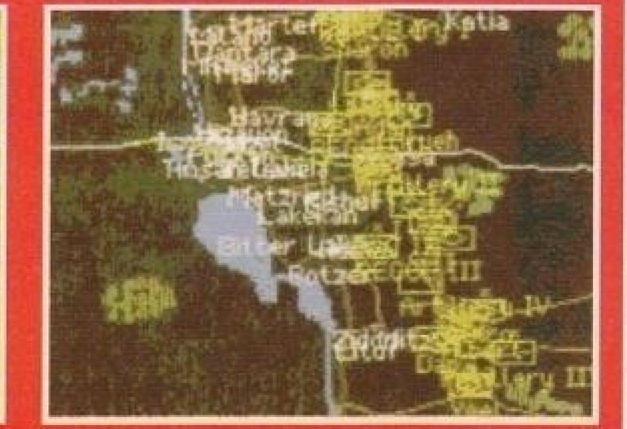
BEING USER-FRIENDLY
Sabre Team takes the classic *Lazer Squad* idea and plumps it out with lovely isometric graphics while retaining the absorbing tactical gameplay and simple interface.



Napoleonics (or any other game by Dr Peter Turcan) takes the classic battle of Waterloo and adds Etch-A-Sketch graphics to an interface that forces you to actually type in commands.



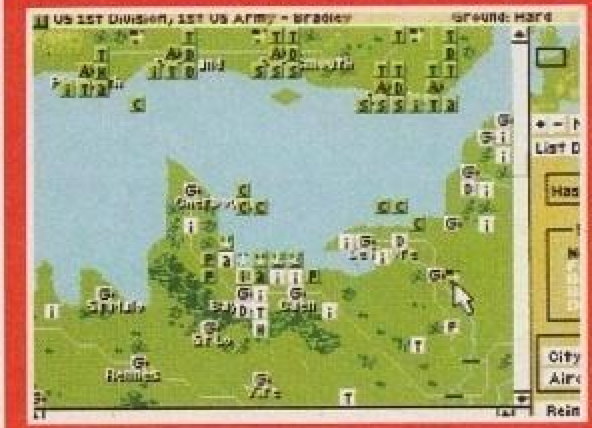
TIME FLIES BY
Space Hulk (Electronic Arts) gives you a limited time-freeze option for you to sort out your troops in their real-time corridor battles.



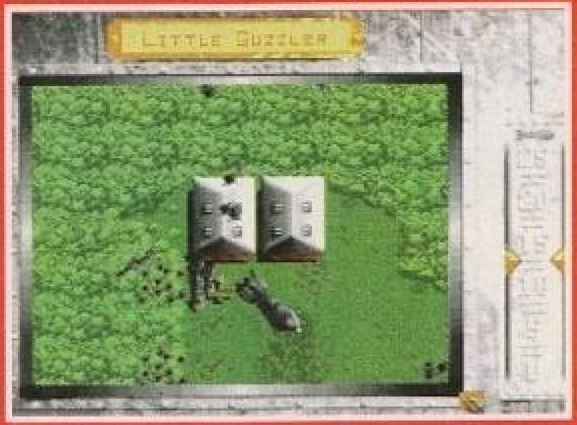
Campaign 2 (Empire) gives you a headache and it takes forever to sort out exactly what all this means.

DILUTING THE FORMULA

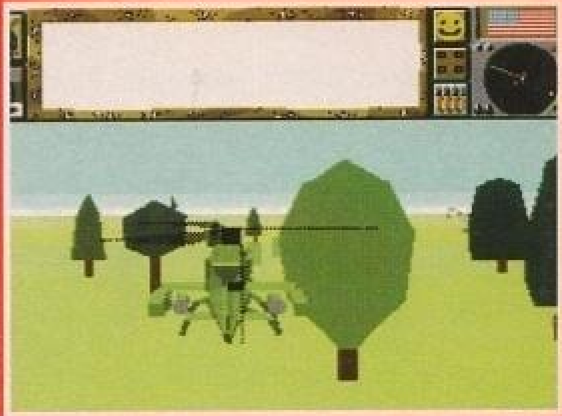
Any chimp can develop a platform game on the back of a fag packet in about five minutes, yet it takes real ideas and thought to come up with a wargame that hits the right level of difficulty, while staying animated and fun to play. Maybe that's why so many wargames for the Amiga seem to have faltered midway through development and been propped up by feeble sub games and sub-PD (allegedly arcade) sections.



D-Day (US Gold, AP29, 54%)
D-Day condensed into a series of silly sub-games, including (we kid you not) a "steer the little paratroopers onto the landing zone" arcade section, and a "run the little men up the beach" game worthy of the all-mediocre Impressions. Rarely has war been so trivial.



The Ancient Art of War in the Skies (MicroProse, AP27, 65%)
WW1 plane game complete with a groovy bombing sub game and crap dogfight bit. Exactly what this has to do with the wargame part of it isn't quite clear though. To me and, I presume, to the people who wrote it.



Campaign 2 (Empire, AP34, 51%)
The interesting polygon tank and helicopter battles are thoroughly unconnected from the main game, which in this case is a bit of a mercy thing, as it's one of the lumpiest, most unplayable wargames of all time. Apart from ones by Dr Peter Turcan, that is.

certainly en vogue at the moment. On the Amiga, *Dune 2* (Virgin, AP28, 91%) stands alone as the game that's come the closest to fulfilling all the points in my manifesto.

I've already mentioned *Fields Of Glory* as a failure, but it was a lack of terrain (forces could moves as easily through rivers as over bridges, and through woods as quickly as open fields or roads) rather than the real time element that ruined it. And *Campaign 2* (Empire, AP34, 51%) failed dismally by making things realistic rather than playable, the result of which being that it'd take you weeks to play some of the scenarios through to a result.

"Scour those bargain bins"

By way of attempting to bring things full circle, I'll get back to naval wargames again. Submarine games are real-time, yet slow enough to plan some fiendish attack plans. For me, the excitement of planning an attack and escape path in *Red Storm Rising* (MicroProse, released before AMIGA POWER) was some of the most thrilling yet tactical challenges I've ever faced in computer wargaming.

SO WHAT'S THE BEST WARGAME?

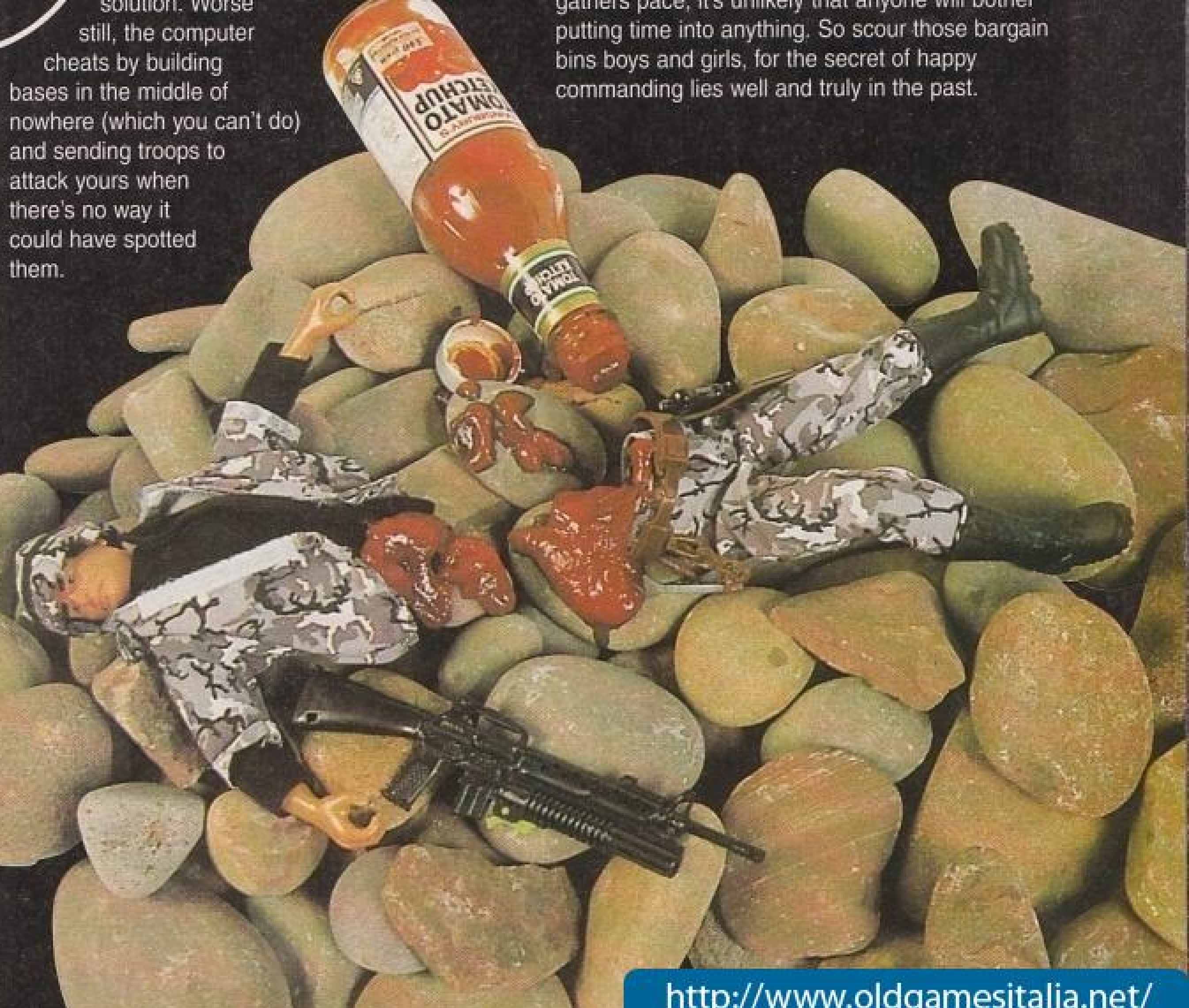
On the Amiga? Without a doubt it's *Dune 2* (although challenges to this through Do The Write Thing will be gratefully accepted) and rather than going into why, I'd recommend you go and buy it on budget. Sure it's got a huge list of flaws (one of the bigger ones being missiles that can destroy your base without any chance of fighting back) but it's so fun to play that it's easy to forgive it.

In the greater, wider world (that's to say, on the PC) the subject of the best wargame's come off the back burner and is almost as burning as whether *Doom* deserves another repackage and re-release. While good old hex games such as Empire's *Battleground Ardennes* continue to provide tremendous turn based games fixed firmly in history and tradition, the descendants of *Dune 2* are scrapping over who's best.

In one corner there's *Command and Conquer* from Westwood, the same people who wrote *Dune 2*. This should have been the world's best wargame, taking the game engine of *Dune 2* and correcting the gameplay flaws, and while it is truly excellent, somewhere along the line, I think they messed it up. Remember how *Cannon Fodder* sets you a task and leaves you to work out a way of doing it, while *Cannon Fodder 2* leaves you to find out the solution designed into it? Well, that's the difference between *Dune 2* and *C&C* – one of them is a battleground to play in while the other one leaves you to find the prescribed solution. Worse still, the computer cheats by building bases in the middle of nowhere (which you can't do) and sending troops to attack yours when there's no way it could have spotted them.

Yet amidst the dying roar of adulation it's received, *Warcraft 2* from Zabiac has popped up, doing much the same thing with Orcs and Goblins instead of tanks and fighters, and adding an eight player link up and level designer. And while everyone's currently raving about that, the Bitmap Brothers (one-time staunch supporters of the Amiga) are still fiddling around with *Z*, which is once again quite similar only with robots and things.

What does all of this mean for me then? Well, lots of freelance work reviewing PC games for starters. And for you lot? Well, the sad thing is that wargames have always been and will always be a peripheral game genre, sneered at and anorakised by arcade gamers who don't understand the appeal. As the inexorable decline of the Amiga gathers pace, it's unlikely that anyone will bother putting time into anything. So scour those bargain bins boys and girls, for the secret of happy commanding lies well and truly in the past.



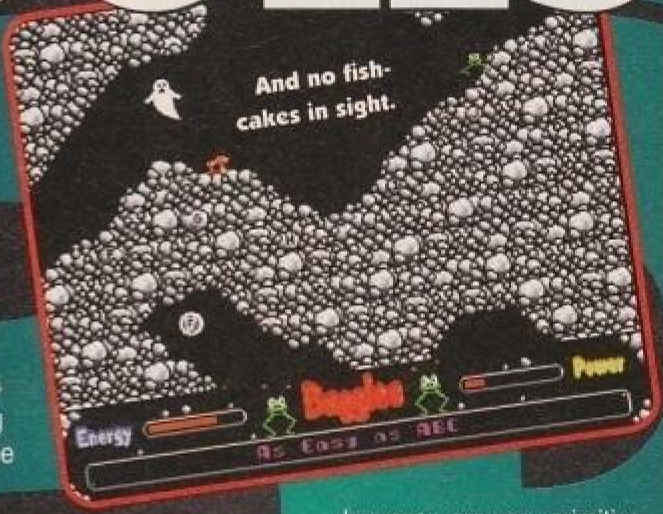
PD

Politics have no place in AMIGA POWER yet this month's PD column finds itself a victim of the Tories' privatisation drive. Dave Golder is trusted not to let game-sponsorship get in the way of impartial reviewing. Much.

BUGGLES

Horizon Licenceware
(available from Seasoft Computing)

Sponsored by **The Ancient Mariner Chippy, Oldfield Park** – "Beats a burger any day… especially that greasy place down the road." (And no jokes about chips, okay?)



And no fish-cakes in sight.

Based on an old 8-bit Speccy and C64 "classic" (because, of course, nothing but classics were ever released on the old 8-bit computers) this is actually a pretty good piece of evidence to support the argument about gameplay over graphics.

Basically, you guide a hopping, green thing through various *Thrust*-style caverns using a power-up, choose-direction-then-let-fly system trying to avoid hitting overhangs (because they sap your energy and stun you for a while). And stunned is something you don't want to be (unless you're eating Ancient Mariner fish cakes, of course) because there's a deadly ghost who is after you.

While this is all simple stuff, the well-designed levels often require devilishly accurate 'stick-work and the wide range of power-ups and downs keep things interesting. The graphics, however, are very primitive, barely deserving to be described as 2D. But there is a simple addictive charm to the gameplay, and within its limitations the game is solidly-coded with responsive and comfortable controls. One thing that could have been updated quite easily, to improve the game without ruining the nostalgia, would have been scrolling – as opposed to flip screen, which is always extremely irritating.

The PD version is only a demo, the full version having either 100 or 200 hundred levels (the docs were a bit vague on this point). That should take some time to give a good battering… unlike, of course… *(Snip! – Advertising Standards people).* ★★★★

PHANTOM

Shareware £5 On-Line PD

Sponsored by **The Dolly Peg Laundry** – "A great place to meet."

Defender without the subtlety. This really is blast from the past month. Once again, the graphics make a pretty good attempt at impersonating machines that had a fraction of the graphical capabilities (what a surprise). But this time, the gameplay is no match for its predecessors, even though the author has added a few nice touches on the weaponry side of things. It's impressively nippy as well, which all good *Defender* clones should be.

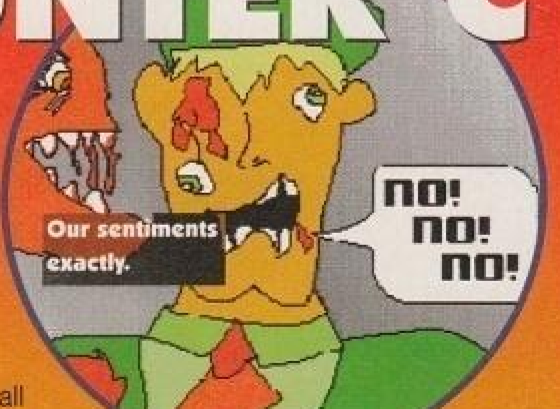
Overall, the game is relentlessly predictable and there are much better versions of *Defender* out there. But very few launderettes are as good as the Dolly Peg.

A Defender clone. Sigh.

EMU HUNTER C

Beats Brothers PD

Sponsored by **Hatchet's Public House, Bath** – "Where you can never have one pint too many."



Our sentiments exactly.

Oh god. It's SUECK of the month. Time to calm my nerves at Bath's premier watering hole, to get that bit of Dutch courage necessary before playing a SUECK game.

This time round… hic… the gimmick is that it's all a bit like… hic… Jurassic Park, except with Emus and walnut whips on the rampage instead of dinoshors… sorry, hic, saurs. There's a really long intro sequence with some appalling graph-hics and worse jokes, which you can't seem to get past, so you have to wash… hic… sorry, watch them. The 18-cert seems a pretty dim way of trying to getting people excited about some squiggly linesh with red blobs on them.

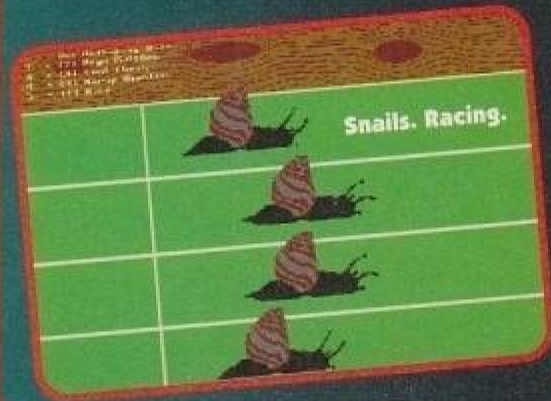
Then itsh into the worst SEUCK game ever. No honest. Hic. Burp. Awful. You kin jusht go forward'n'fire'n'getthroughallthelevels. Awful, hic, but I hope it won't take this personally… I love this game really… I love all games… it's jusht my job to be impartial… hic. I love everybody. Hic. Why don't girls understand me…? *(And remember kids, drinking isn't big or clever. – Ed.)* ★

SNAIL RACING

On-Line PD

Sponsored by **Mr and Mrs Golder** – "How many words per pound?"

As boring as it sounds. *Snail Racing* is all about deciding what to feed your snail in the days prior to a race, and then hoping it wins on the day. And all done in hi-res graphics. But why? (There you are, Mum and Dad – you won't have to fork out too much for that review). ★

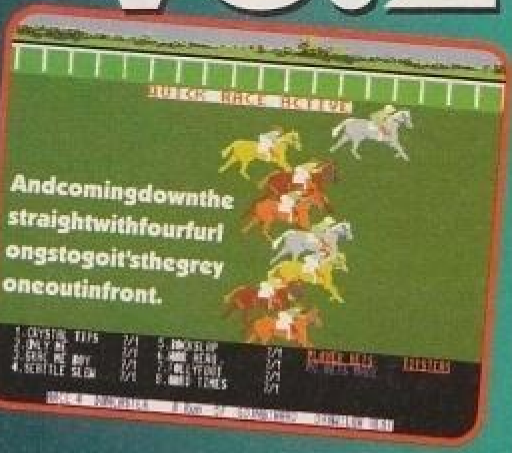


Snails. Racing.

PUNTER V3.2

F1 Licenceware

Sponsored by **Bath Typewriter Emporium, Twerton** – "The keyboards to success."


Andcomingdownthe straightwithfourfurl ongstogoit'sthegrey oneoutinfront.

Written by some guy who did loads of commercial management games on the 8-bits (time has obviously passed him by), this is actually probably the best management-style game available in PD.

Exceptionally polished, complete with they'll-do-the-job sound and graphics it really is the complete horse race-betting program, with just about every form of bet open to you – each-ways, winners, the lot. Besides putting money on the races, you can also buy and sell your own horses to raise even more cash. Tipsters give you hints about which horses to bet on (but they demand a fee) and, as the season goes on, the game keeps track of the form of each horse, so that betting becomes an art and not just pot luck.

While it's primarily the kind of game you'll be playing for weeks, saving it and going back to night after night to complete the season, there are options for multi-players games with various goals to aim for (who performs best over a season, who's the first to win a certain amount of cash).

This is a great management game and there are even improvements on the way in the next version apparently. (Look, can I go back you using my word processor now?) ★★★★★

WILLY'S WEIRDY NIGHTMARE

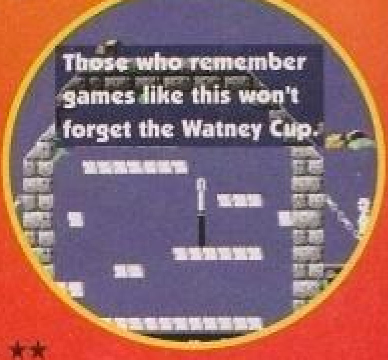
F1 Licenceware

Sponsored by **Bristol Rovers FC** – "Living in a Beadle wonderland."

Like *Buggles*, this flip-screen platform-exploration game shows its roots like Cindy Beale's hair – 8-bitters like *Jet Set Willy* for example.

As you wander around the barely sketched-out room, trying to get the muddy controls to propel your monochrome man over fast-moving blocks, you could almost be back in 1982. And there's a good chance you probably hated this sort of game then.

Ah, but like the ref at Bristol Rovers and Walsall match last Saturday, I'm being unfair. Some people loved this sort of game, trying to jump at the precisely the right second – and the only second, for every minute or so – when those five moving obstacles will be in exactly the right pattern so that they'll be able to run past them. If they happen to be standing in exactly the right spot when the begin. And they might go all gaga with nostalgia over this game which, if nothing else, is a pretty good approximation of its predecessors.


Those who remember games like this won't forget the Watney Cup.

Me? I'd rather watch the Gasheads. ★★

EPSILON 9

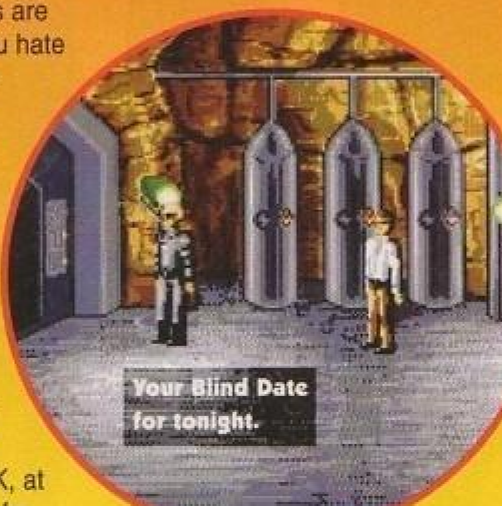
F1 Licenceware

Sponsored by **GRAC** – "SUECK: The Next Generation"

If you think we're going a bit commercial, you should see the product placement in *Epsilon 9*. A graphic adventure created using GRAC – a PD graphics adventure creation package, no less – it wastes no opportunity to plug the package. Guess what the first password you have to use is?

But despite the fact that it's pretty much an elongated advert, it's actually a fairly decent adventure. Though, to be fair, despite the initial *Monkey Island*-in-space appearance of the game, it's more a series of Crystal Maze-like puzzles than a true adventure. Each room contains a puzzle which you have to work out before you can move forwards or, in certain instances, go backwards. Which can be irritating if you get stuck and want to try a different route.

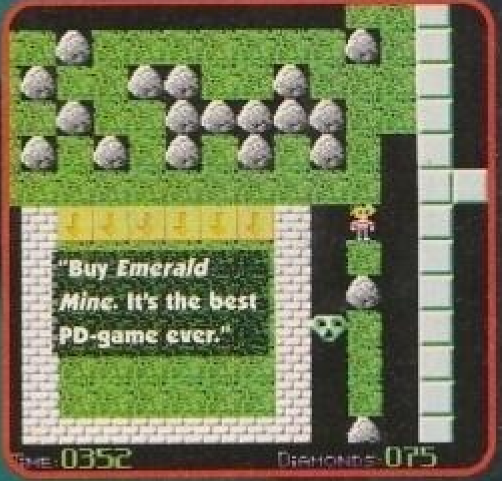
Some of the puzzles are fiendishly IQ-like, so if you hate trying to analyse various-shaped objects, or working out mathematical progressions, steer clear. But as an advert for GRAC it works wonders – the control system is superb and the graphics and animation are top quality for a PD game. If GRAC becomes the next SEUCK, at least it gives more scope for decent games. ★★★


Your Blind Date for tonight.

EMERALD MINE

On-Line PD

Sponsored by erm, er… ah, anyone got got a couple of quid spare?



"Buy Emerald Mine. It's the best PD-game ever."

The early '80s time-warp continues with a cross between *Crystal Caves* and *Manic Miner*, complete with top boring action (that's boring as in… oh never mind) and tumbling crystals galore.

So while your man digs his way around the mines, collecting jewels while trying to avoid marauding monsters and falling baubles, you can reflect on whether the level designs are any better than they were all those years ago. The answer is no, probably not. Or perhaps, familiarity breeds contempt. But for some reason, this game just doesn't have that one-more-try factor.

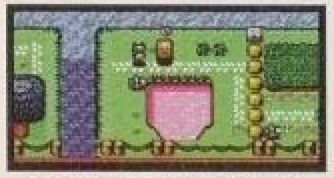
When you die you resort to blaming the game for being a bit cack, rather than your own lack of skills. Which probably isn't the case, but there's little to make you want to find out otherwise. While it's a competent little game, it's also rather uninspiring, bland to look at and only moderately interesting to play. ★★½

WHERE? HOW MUCH?

Seasoft Computing, Unit 3 Martello Enterprise Centre, Courtwick Lane, Littlehampton, BN17 7PA
Beats Brothers PD, 6 Brownings Close, Pennington, Lymington, Hampshire SO41 8GX
F1 Licenceware, 31 Wellington Road, Exeter, Devon EX2 9DU. Tel: 01392 493580. E-mail: steve@dcandy.demon.co.uk
On-Line PD, 1 The Cloisters, Halsall Lane, Formby, Liverpool L37 3PX. Tel: 01704 834335. BBS: 01704 834583

POINTS OF VIEW

Better speak truth rudely, than lie covertly.


SPERIS LEGACY

WORLD GOLF

STAR CRUSADER

PLAYER MANAGER 2

WOMAN'S REALM
WOMAN'S REALM YEAR BOOK 1984

HALLS SOOTHERS
COUGH SWEETS

JACK'S TRUCK

	SPERIS LEGACY	WORLD GOLF	STAR CRUSADER	PLAYER MANAGER 2	WOMAN'S REALM YEAR BOOK 1984	COUGH SWEETS	JACK'S TRUCK
TIM NORRIS	Turning Japanese ★★★	Tired of waiting ★	Space oddity ★	Haven't played it	Three times a lady ★★★★	Soothe me ★★★★	Can you dig it? ★★★★
MARTIN AXFORD	Puzzling ★★	Needs a good clubbing ★	From another planet ★	The not-so-beautiful game ★★	Love and hugs, Julia ★★★★★	It was me ★★★★★	A terrific pick-me-up ★★★★★
CAM WINSTANLEY	Do they listen to us? ★★	Do they heck ★	They just carry on ★	Making toss like this ★	And... hang on ★★★★	These aren't too bad ★★★	Wow, actual interactivity ★★★★★
STEVE FARAGHER	Spurious legality ★★	Wide gulf ★	Prayer mangler ★	Crap ★	Ab fab ★★★★	Yeuch, spit ★	Put it away, boy ★
GENE KELLY	I'm singing in the rain ★★★★★	splish splash splosh ★★★★★	Just singing in the rain ★★★★★	What a glorious feeling ★★★★★	Actually, I don't feel all that glorious ★★★★★		Never played with it

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ON SALE 21ST MARCH

NEXT MONTH

PLEASE REMAIN CALM...

We shall be proud to bring you an exclusive review of *Slam Tilt*. *Watchtower* and *Super Street Fighter II Turbo* may also appear for review, while *Atrophy* should be available for a full preview. Lummee. And we'll be taking a look back at that great 70s show, Canoe Squad.

DANCE THE NIGHT AWAY

We've got rhythm. We've got music. Could AMIGA POWER ask for anything more?

Working in this diner isn't our whole life, you know. We're dancers. We came to New York to make it big on Broadway. One day a producer will spot us and we'll be the stars of the show. But we need your help. There's a dance competition in Manhattan on Saturday and all the big producers are certain to be there, but we haven't a thing to wear. Just $128.95 will buy Sue a flowing silk gown and a pair of awkwardly high-heeled tap shoes. Another $2.99 will buy an industrial-sized jar of hair oil to grease back our straggly locks while a mere $502.34 more will outfit the rest of us in tail coats and white ties. For every 34¢ spent on AMIGA POWER merchandise, 12¢ will be spent on champagne glasses, streamers and silver-topped canes for the big production number.

BUY SOME GAMES!

Acid, Electronic Arts and Virgin, international publishers of fine games, have been known to tap dance till dawn on more than one occasion. Now, they have donated some Games of Champions to help bring the delights of Terpsichore to our benighted shores.

DUNE 2

"Gracious me, this wargame affair with real-time combat action is fantastic," we gushed. "91%," we added coyly from behind our raised fan. "May I have the pleasure of this dance?" oozed our tuxedoed companion.

A BARE £10.99
Order Code AP/D2/02

SUPER SKIDMARKS

"A thrilling dirt drive," we laughed. "With cows," we smiled. "And 86% with 5% extra for the Cinemascope A1200 version," we ventured, as our dance partner flamboyantly flung her feather boa around her neck. "You dance divinely," she breathed.

BUT £15.99
Order Code AP/SS

SPACE HULK

"It's an atmospheric stategy combat game," we offered. "76%," we assured. "It's terribly good..." our concentration was broken by the sight of J T Hackenbacker, the producer, striding towards us across the crowded dance floor. "You! You AMIGA POWER boys and girls! I want you for my new Broadway show. We open on Monday."

SCARCELY £10.59
Order Code AP/SH/02

BUY SOME OLD MAGAZINES!

Our cramped East Side apartment gets terribly cold in the winter and we've been forced to use issues 1 to 37 to fuel our small stove. Buy the others before we roll them up and use them as draught excluders.

AMIGA POWER
SUPER STARDUST!
PHEEP! PHEEP!
RAIN DEATH FROM THE SKIES
AMIGA POWER

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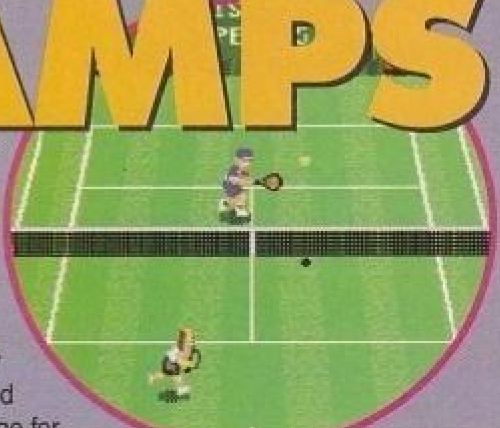
COMPLETE CONTROL

Beauty, like love, always justifies itself simply by existing. A true, unselfish love will inevitably lead to the creation of beauty. Such is the case with AMIGA POWER's coverdisks, for which the team trawl software companies and PD houses to get the finest programs available. Inspired by such heroism I feel compelled to devote this column to a batch of Tips For Games That Have Been On The Cover. Hugging a hippopotamus for the sheer joy of it all, C-Monster.

TENNIS CHAMPS



Mental Software

Tennis has blessed humanity with three great pleasures: Steffi Graf, tennis racquets and *Tennis Champs*. Steffi is particularly handy for distracting my hormone-wreathed student chums while I raid their fridge for milk, tennis racquets have allowed infinite numbers of adolescent boys to pose air-guitaringly in their bedrooms while *Tennis Champs* is, well, fun. However some find it too hard. If you are one of the 'some' then listen carefully as Karl Perry of Liverpool serves this ace tip: "When returning serve stand in the service box and hit the ball before it bounces towards your opponent. This will cause a fault, another one of these returns ends with another fault, which means you will win the point. Carry on doing this to win the game."

10 PAGES OF PREMIUM PLAYING TIPS START HERE

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Tennis Champs 44
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BOUNCE

Ben Wyatt

Spacehoppers are a constant source of inspiration to programmers. Their cheery countenance and amusing wobbly motion have inspired games as far ranging as *Putty*, *Harlequin* and (surprisingly) *Civillisation*. However, when Ben Wyatt coded *Bounce* I believe he had more mid-seventies amorphous toy exposure than most. Its perhaps lucky that he chooses this moment to deliver the cheat codes for his work.

All of these are activated on the option screen. If the sound is off, and speed is set on 2, a swift stab at the G key (while speed is highlighted) will deliver a fine jet pack to our spherical hero. If sound is on, and speed on One, tap L to provide a superb level select function. But only if speed is highlighted. The most powerful cheat available is selected by turning sound on, clicking speed to 3 and pressing I which allows complete invulnerability, as long as sound is duly highlighted.

For those who do not wish to lower themselves to such tactics, yet are strangely unskilled, here's a complete playing guide by Nottingham's Steven Hyde.

ENEMIES:
Swinging Spiky Balls: These place two platforms in danger, but the blocks that they swing around provide useful, movable platforms.
Crawling Spiky Balls: These slither around under hordes of gems and attack in packs of up to 4 on later levels. Easily avoided with a little practice.
Stationary Spiky Balls: These generally sit around in huge groups grinning and waiting for you to jump on them. They're no threat unless you're blind.
Spikes: On level seventeen these start to appear absolutely everywhere, leaving no room for mistakes. I would strongly advise you to duck.(They do appear before level seventeen, natch, just not absolutely everywhere.)

SCENERY:
Grassy Platforms: It is often possible to jump through these, which is extremely handy if you're attempting to shortcut to the exit.
Metal: Completely solid. They'll just give you a headache.
Pipes: Jump in one end and you'll be sucked through to the other.
Springs: There are friendly ones which increase the height of your jumps, and unfriendly ones which shoot you up into spikes. *(It depends how high you're bouncing when you jump on them. – Ed.)* Be careful before leaping on one, unless you relish being punctured.
Water: Completely harmless, though the totally submerged level 11 (Or possibly 12 – I can't remember) is incredibly difficult to control. If you leave the controls alone for a moment your bouncing will make you rise. This can be a useful tool when you want to reach a platform above water level, though not so good if there are some spikes drifting above your exit point.

OTHER STUFF:
1)You get an extra life for every million points. This is obviously a good thing.
2)You get a 500,000 point bonus for collecting all the gems on a level. This is also a good thing.
3)If you're using a swinging spiky ball platform as, er, a platform, note that if you pull down on the joystick you can bounce extremely low, so the spiky ball will swing harmlessly over you.

ZEEWOLF 2

Binary Asylum

Chris Blake is a Northern Irish Gaming God of veritable Stuart-Cambellesque talent. He informs us that this Chopper Sim was "far too easy" and he reached level 27 on his first attempt, causing us to tremble as if our very bones had morphed into half-set Angel Delight. But why did he stop? What caused this veritable colossus of reflexes to cease his battering of the game? "It was past my bedtime". Very macho, but cheers anyway:

Mission 9: STAG
Mission 11: KRAKEN
Mission 14: STATION
Mission 16: GBULL
Mission 18: STATIPAUSE
Mission 20: DOITNOW
Mission 23: SHIPDEC1K
Mission 25: GLOBOFF
Mission 26: BEHAVE
Mission 28: SHADOW
Mission 29: MAXFUEL
Mission 30: PELPAY
Mission 31: DOMINO
Mission 32: STEERDART

LETHAL FORMULA

Operate Keyboard
Contact Security Computer

Edmund Clay

There is no such thing as a classic adventure game. This isn't to say they're bad games (many are quite thrilling), it's just that the definition "Classic" doesn't entertain the idea that they're infinitely pleasurable, a fountain of entertainment in the arid software desert. No matter what a review might claim, no-one has ever replayed an linear adventure (especially a graphic one) and enjoyed it as much had it not been. They know too much about what to do, and anything they do out of order involves a tedious stroll to the other side of the game-world to actually do it. They're a one way ride, like a rollercoaster that gets dismantled as your carriage hurtles past. There's precious little fun wandering around the dismantled girders of a once beautiful ride. This is why *Legends of Valour* is so great but that's a story for another time and (perhaps) a different magazine. Natch.

Lethal Formula is a graphic adventure and this is a complete solution from Richard Burke. Heed his words well.

"Take the screwdriver, lockpick and lasercutter. Use this to cut into the case for a key, blank security card and a telegram. Use the key on the slot behind the door and walk through it. Examine the telegram and then operate the keyboard. The code is 2678. (The year of the captains birth i.e. 2718 - 40.) Take the fire extinguisher, save the game and then go through the door you are standing by.

"Click just below your feet to walk to the front of the screen, then operate the fire extingiusher to reveal the invisible laser beams. Operate the yellow button, then the red one to disarm the laser. Go through the opposite door. Use the screwdriver on the panel. Take the right hand burnt-out fuse. Now take the middle one and use this on the right hand (third) socket. The console screen will change. Take the breath filter from the medical cabinet then insert the blank securicard into the slot on the right hand keyboard. Operate the keyboard to validate your card, then examine and operate the slot to regain to the card. Return to the room where you took the fire extinguisher, and save the game.

"Insert the validated card in the slot at the top of the right hand stair. Go through the door and IMMEDIATELY operate the breath filter so you won't breathe the gas. Go through the door opposite and use the lockpick on the safe. You will now be captured, before waking up in a medical lab on a ship in space.

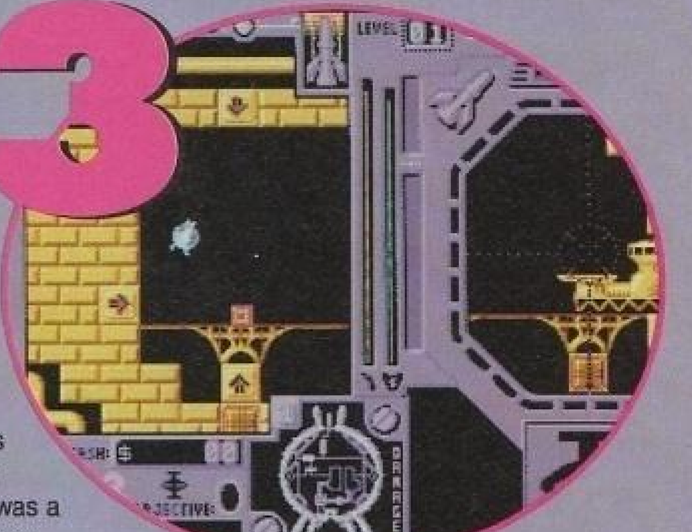
"Examine the scroll text above the panel to the left, then go through the door on the right to see a cop get killed. He will give you a notepad, which you should examine. Take the gun from the floor, then examine the cop to gain a paycard and disguise kit. Return to the lab and go through the lift doors on the left. Go to the canteen and take the cloth from the table. Examine the keypad on the drink machine to gain the drink codes. Operate the keypad to enter a drink code (eg 100 for tea), then use the paycard in the slot. Drink the drink to gain an empty cup. Operate the keypad using the code 157 to acquire the neutron explosive (as stated in the notepad) by using the paycard in the slot.

"Return to the medical room and use the cup on the tap. Operate the panel to fill the cup with liquid nitrogen and carry this by using the cloth on it. Go to level three in the lift, and use the cup on the hatch to loosen it. Operate the hatch twice to open it. Enter swiftly. Use the lockpick on the locker to the right of the first open one. Take the detonator, which you should use with the explosive to get a bomb. Operate this to arm it, then go to the emergency exit via the lift, operating the ladder to get out of the locker room.

"Operate the disguise, then examine the security camera so it sees you in your disguise. Go into the next room, reply to Mr Tough, then shoot him. Sit back and watch the end sequence."

And another one bites the dust.

R3



Bruce Webster

Were I to delve into the treacherous world of metaphors and *Gravity Power* was a McDonald's strawberry milkshake, *R3* would be vanilla flavour – but with two straws. While it's basically the same thing it lacks the subtle flavouring which makes *Gravity Power* like sucking the nipple of God. However it is redeemed by its second suction-tube, which is analogous to the one-player and team game functions. Both are great, but only one has a tip from Australian convict-stock descendant Andre McNair printed in this issue. And it's *R3*.

"First press F5, then punch in one of these codes into the keyboard.

1st Class: BBBBBBBBBBB = Free
CCCCCCCCCCC = Free Insipid   DDDDDDDDDDD = Free Blobby
2nd Class: EEEEEEEEEEE = Free Smelly
FFFFFFFFFFF = Free Squeal   GGGGGGGGGGG = Free Spurt
3rd Class: HHHHHHHHHHH = Free Bloat
IIIIIIIIIII = Free Sploo   JJJJJJJJJJJ = Free Rhino
4th Class: KKKKKKKKKKK = Free Spark
LLLLLLLLLLL = Free Silas   MMMMMMMMMMM = Free Scoot
5th Class: NNNNNNNNNNN = Free Fuzz
OOOOOOOOOOO = Free Grilip.   PPPPPPPPPPP = Free Schmu

Show the "Invalid Password" message a suitable amount of disdain, and Press F1, F2 or F3. When you die you'll have to do all this again. When in two-player or dogfight mode both ships will correspond to the code you type in."

WORMS

Ocean/Team 17

This game has cast my life into a realm of pain, which I see no foreseeable end to. A well meaning, but deluded, relative bought a copy of this cephaloid-based strategy thing for me for Christmas. To my eternal shame, I introduced it to my house-mates. Now, three weeks later, I'm constantly awoken from my slumber at five in the morning by assorted bods demanding "just a quick game". I'm considering a professional hit on the programmers, but I'll settle for Ex-YS bambino Alvin Pod's cheat, so I can increase my lead in our league even more than it is already. I am truly a divine, heavenly creature. (Though I haven't killed my mum, yet. Natch.)

"On the main screen type in: "TOTAL WORMAGE" (including the space). This changes the screen colours, and switches the game to "Sheep mode" giving you the sheep, minigun and banana bomb weapons.

"To find the hidden "Push" move to push towards your opponent twice, then away twice, then towards twice and the worm will be pushed away. This is handy when the opponent is on the edge of the cliff and you cannot use a fire punch."

DON'T FORGET!

To paraphrase an old childhood running joke "Tips are groovy, tips are nice, tips eat fishfood, no like rice". You like reading tips. You like playing games. You like the vainglorious thrill of seeing your work in print. I like receiving tips (and money, natch). The rest is blindingly obvious. I am your destiny.

COMPLETE CONTROL
AMIGA POWER
30, Monmouth Street,
BATH BA1 2BW
Or send a DataTrike to my personal chamber at bs4kmg@bath.ac.uk

ALIEN B

I'd like to apologise publicly for that Alien Bread joke. I'm sorry.

KEY TO MAPS:

— **Blue lines – partitions or structures within room**

┆ or ┆ **Partitions or tunnels or drops from ledges**

▬ **Red bar on wall – switch**

■ **Red block – lift or platform or teleport pad**

| — **Black lines – solid walls on partitions**

○ **A barrel**

△ **A fire-jet**

☰ **Stairwell, staircase**

B **...or other letter, door which opens with this letter key**

T/T1 **Teleport/Teleport out of map**

MK – Medikit
GL – Grenade Launcher
RL – Rocket Launcher
SA – Shotgun Ammo
GA – Grenades
SG – Shotgun
PG – Plasma Gun
CL – Pulse Rifle Gun
PA – Plasma Gun Ammo
RA – Rockets
YP, GP, RP, BP – Yellow, Green, Blue, Red Pass (Where not written)

Having initially discussed the activities and annihilation of your cheerfully chirping foes in last month's *AB3D* tips, newcomers won't be familiar with the American teen-drama titles I have awarded each one so I'll reiterate. **Rayanne**: Four-legged foes who scuttle towards your fleshy knees. **Danielle**: The basic Breed guardsmen. **Ricky**: More heavily armoured and armed version of Danielle. **Brian Krakow**: Gravity-defying, mono-eyeballed plasma spitters. **Jordan**: Purple meanies with a slithering snaketail. **Sharon**: The chapesses who wobble around and spawn small flying eyes when you least expect. **Graham**: Similar to Danielle, but possess natty red threads and are more threatening. **Patty**: The one that obviously rips of ED 209.

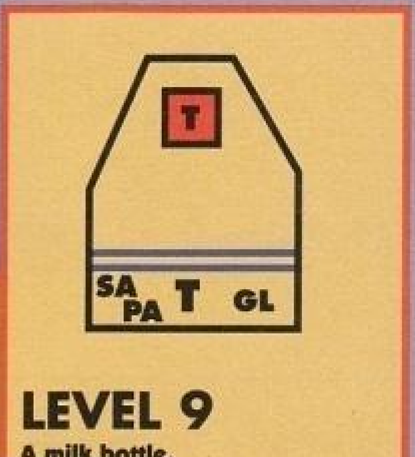
LEVEL 10: SURFACE ZONE

Level Code: BDIOCEPLKNPILHHB

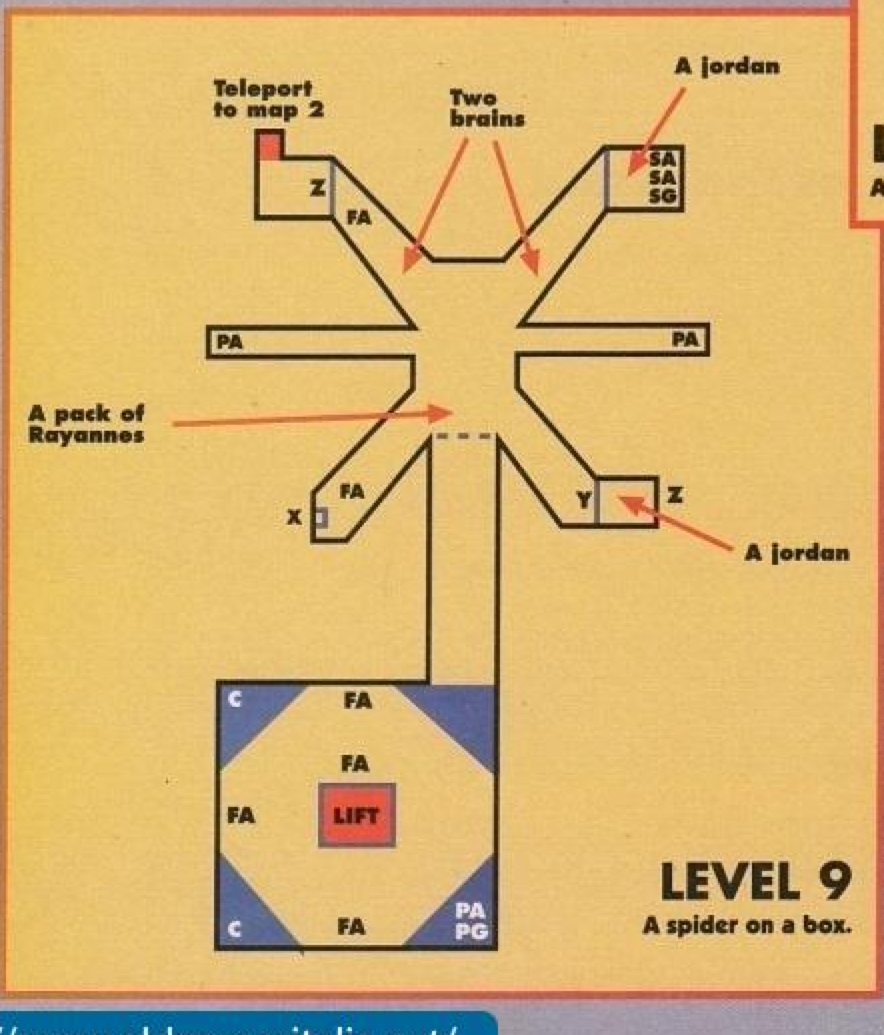
This level begins with our champion at the bottom of a lift (which can be activated by a stabbing the space bar) rising up to reveal a large power-up packed chamber. Collect these and set off down the exit passage, until you reach the sudden drop. Stop here and shoot the Rayannes who scamper below. Eventually you should attract the attention of a pair of Krakows in the far corridor, who'll float ominously towards you. Plasma them, then throw yourself off. By activating Button X down the left hand passage you open wall X as marked on the map. This will release a Jordan and reveal button Y which, when pressed, will open the passage to Button Z. Only to release another Jordan, who'll attempt to hamper your progress by moleculising you. At this stage in *Alien Breed* I recommend the RoadRunner school of fighting. Run.

Complete this section by luring the first Jordan out, then speeding past him to the switch. By making a swift rush to the second switch you can activate it before evacuating, receiving only a minorneutron bath which will probably be replenished by the Stim Kit by the teleport. Hurrah. You'll find yourself on the second map at the indicated point. Grit your teeth and follow the passage straight ahead, stopping only to handout shotgun shells to the couple of Danielles on the way. Eventually you'll find yourself by a large pit, with two overlooking pathways. Take a couple of seconds to shoot the Rickys who are nearest you, before sprinting down the left ledge, avoiding incoming Jordan-fire. You'll reach button F, ➤

You will incur my wrath if you don't leave Angela alone.

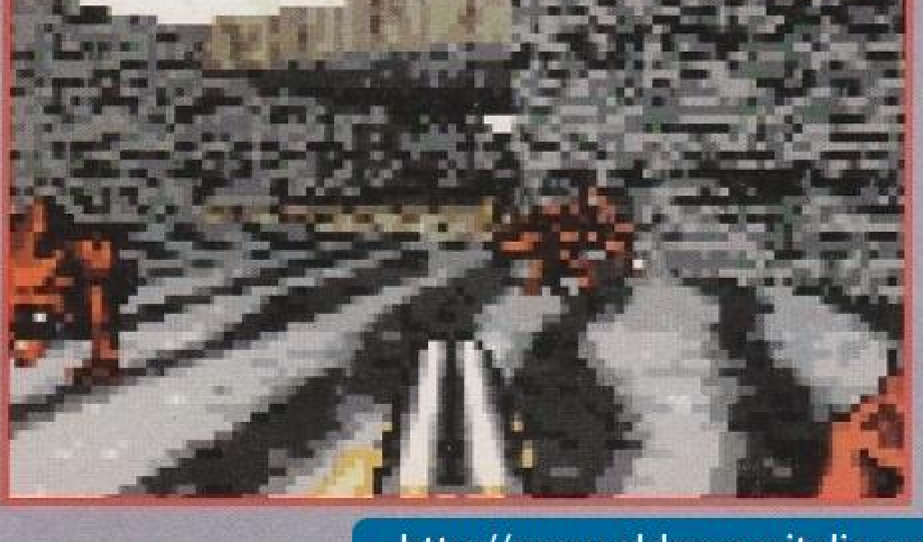


LEVEL 9
A milk bottle.



LEVEL 9
A spider on a box.

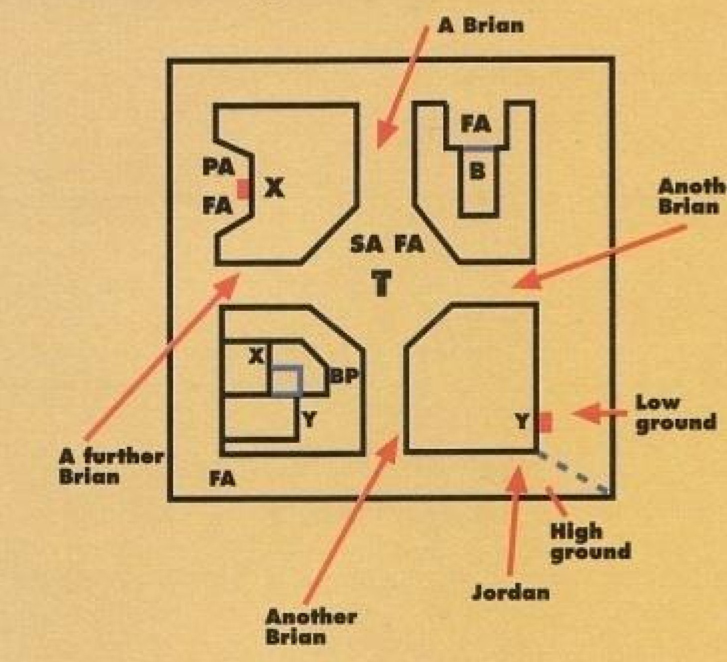
I think I prefer the one on the left.



Only the spirt of Barbara Woodhouse can save me now.

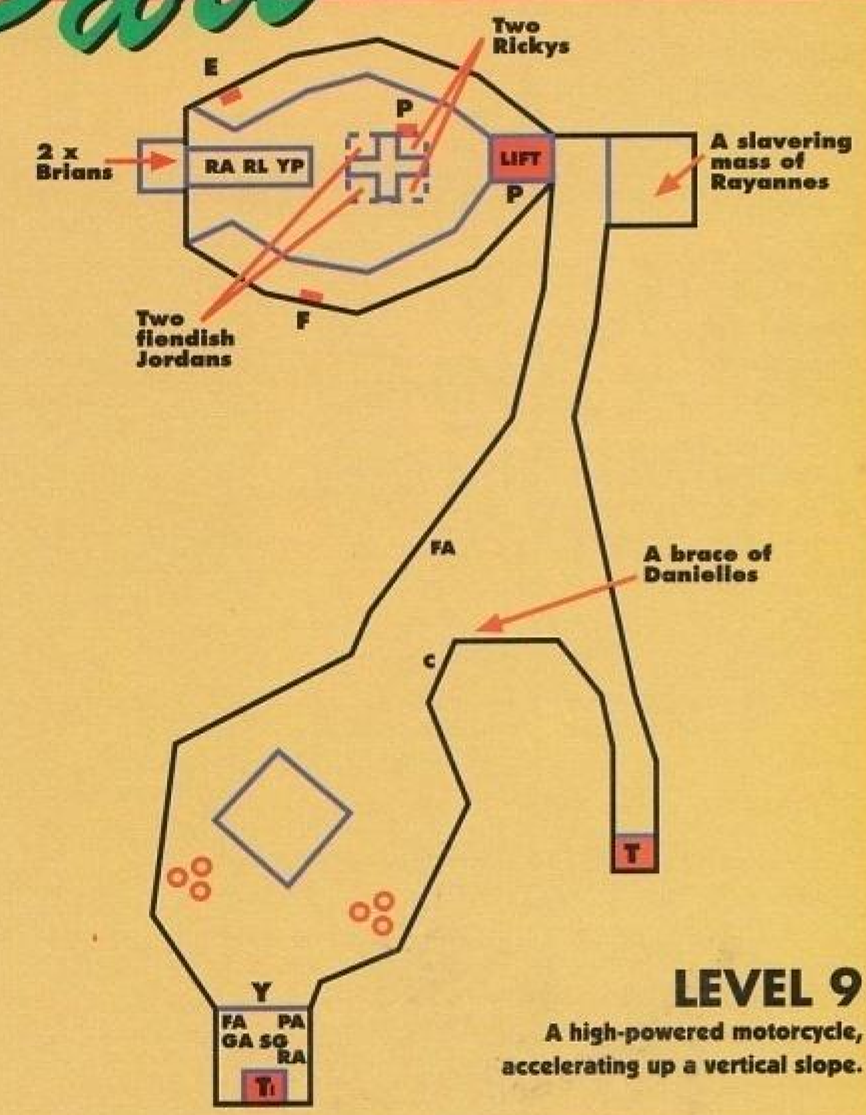
REED 3D

Part Three


A Brian
FA
B
PA
X
FA
Another Brian
SA FA
T
X
BP
Y
Y
Low ground
A further Brian
FA
High ground
Jordan
Another Brian

LEVEL 9

A deformed potato waffle, lightly toasted and served with strawberry jam. At about 7.30am.

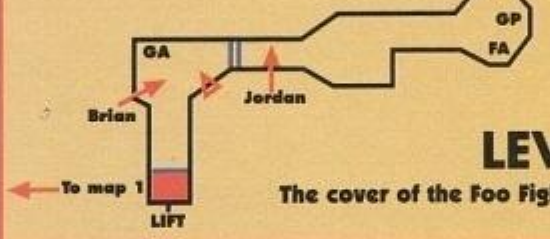

E
Two Rickys
P
2 x Brians
RA RL YP
LIFT
P
A slavering mass of Rayannes
Two fiendish Jordans
F
FA
A brace of Danielles
C
T
Y
FA PA
GA SG
RA
T

LEVEL 9

A high-powered motorcycle, accelerating up a vertical slope.

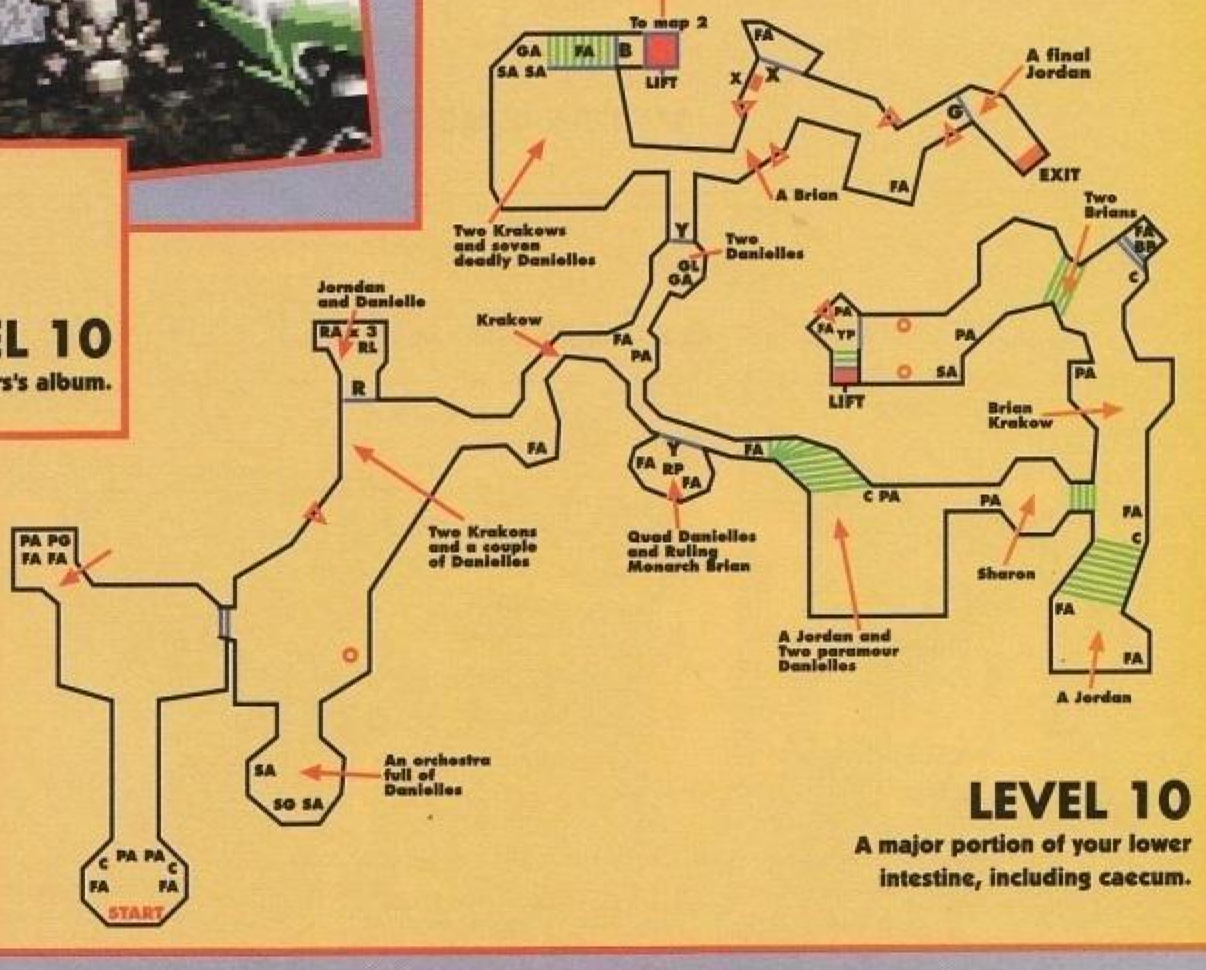
Wasn't the Abyss a great film?

Deforestation is evil. But do it anyway.


GP
FA
GA
Brian
Jordan
To map 1
LIFT

LEVEL 10

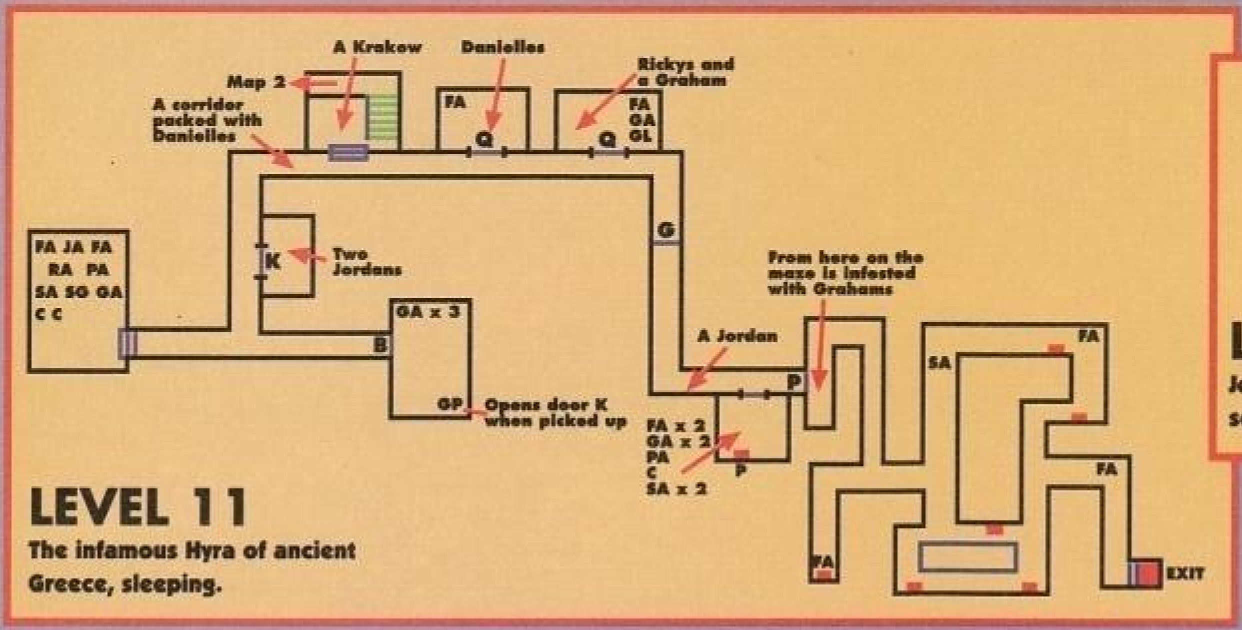
The cover of the Foo Fighters's album.


To map 2
GA
FA
B
SA SA
LIFT
FA
X
X
A final Jordan
G
EXIT
A Brian
FA
Two Krakows and seven deadly Danielles
Y
Two Danielles
GL
GA
Two Brians
FA
BP
C
Jordan and Danielle
RA x 3
RL
R
Krakow
FA
PA
PA
FA
YP
LIFT
PA
SA
PA
Brian Krakow
FA
Y
FA
RP
FA
FA
C PA
PA
FA
C
Two Krakons and a couple of Danielles
Quad Danielles and Ruling Monarch Brian
Sharon
FA
FA
A Jordan and Two paramour Danielles
A Jordan
PA PG
FA FA
SA
SG SA
An orchestra full of Danielles
PA PA
C
C
FA
FA
START

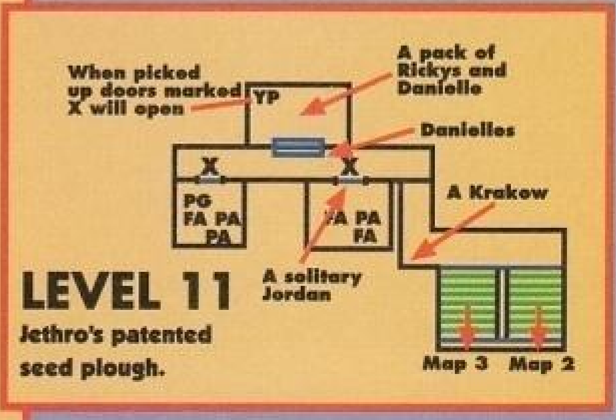
LEVEL 10

A major portion of your lower intestine, including caecum.

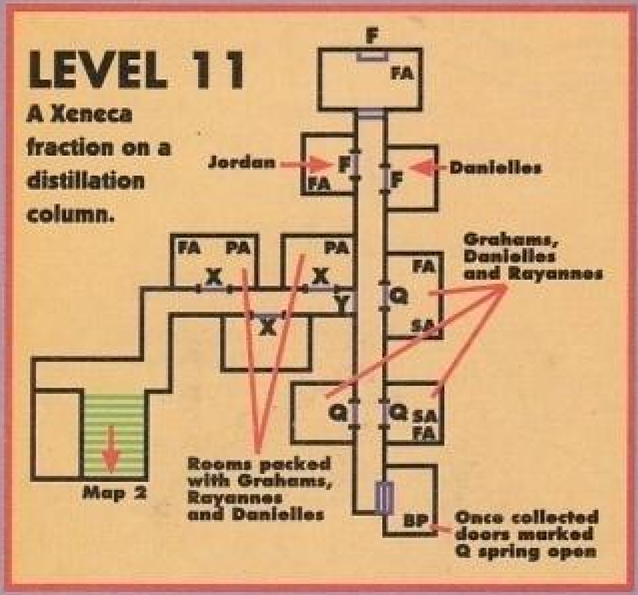
And Apocalypse Now. That was marvellous.


A Krakow
Danielles
Rickys and a Graham
Map 2
A corridor packed with Danielles
FA
Q
Q
FA GA GL
G
FA JA FA RA PA SA SG GA C C
K
Two Jordans
GA x 3
B
GP
Opens door K when picked up
From here on the maze is infested with Grahams
A Jordan
P
FA x 2 GA x 2 PA C SA x 2
P
SA
FA
FA
FA
EXIT

LEVEL 11
The infamous Hyra of ancient Greece, sleeping.


When picked up doors marked X will open
YP
A pack of Rickys and Danielle
Danielles
X
X
PG FA PA PA
FA PA FA
A Krakow
A solitary Jordan
Map 3
Map 2

LEVEL 11
Jethro's patented seed plough.


LEVEL 11
A Xeneca fraction on a distillation column.

F
FA
Jordan
F
FA
F
Danielles
FA PA
PA
X
X
Y
X
Grahams, Danielles and Rayannes
FA
Q
SA
Q
Q
SA FA
Map 2
Rooms packed with Grahams, Rayannes and Danielles
BP
Once collected doors marked Q spring open

which you should depress immediately. Now thrust yourself along the right overhang, across the newly-formed bridge, towards the yellow key. Upon picking this up the door behind you opens (releasing a decidedly non-magnanimous pair of Brians) and another one further away (spewing a saliva-specked horde of Rayannes). You don't need to fight these so trace your steps back the way you came, blasting only the Rayannes who step in your way. Avoid falling into the pit at all costs. The yellow door marked on the map is your destination which, when opened, reveals a mass of equipment relaxing over metaphorical luxury sofas. There's also a teleporter. Use it. So you fell down the pit, did you? You want C-Monster to help? Again? (Sighs, tilts his head at a wickedly sardonic angle and smiles briefly before continuing.) Avoid the two Jordans by 'running around'. When you have the chance to press button P take it, before diving at the wall on the far right of the area. Pressing Space should now bring an elevator to deliver you from the unholy pit. The teleporter should deliver you to the centre of map 4, with four Krakows heading towards you. Ignore them all, except the one you're facing. Destabilise his structure through excess firepower, and rush down his passageway. Turn right, shooting any passing opponents. Press switch X, opening a path to the blue pass. Grab it, then move at a Linfordian rate to the exit. Leave. Before you die.

LEVEL 10: TRAINING ARENA

Level Code: DGAEDNOKPJLNHEFD

Grab the various goodies spread at your feet, then follow the passageway to the room. Shoot the pair of Danielles on the left, appropriate the loot then spring open the door on the right. While one or two Krakows will start bouncing over from the left, be careful not to get caught in a crossfire from the large group of Danielles on the right.

Head in the direction that the Krakows came and follow the winding passage. A Krakow will block your way so dispatch him with the skill you've acquired by now. You'll reach a fork so swiftly kill the lurking foes on the left before striding down the right fork. Past the staircase is a room containing a Jordan and two Danielle chums. You should shoot the smaller opponents first, before attempting to lure the Jordan towards you. Do not go too far into the room, as it's likely that the Sharon from slightly further along will enter the fray. When approaching her, make sure you shoot all her satellite eyeballs before turning your weapons on the mother.

Head onwards, turning left at the bottom of the stairs, being careful to avoid the ever-present Krakows and the Jordan behind you. It's only necessary to face the snakeboy if he actually approaches you, or you desperately need the two medikits he guards. Follow the left tunnel and pick up the blue pass from the door-shielded room on the right. Eventually you'll find yourself in a large cavern. Your passage to the yellow key is hindered by a desperate picket-line of Rickys. Thatcher them, gain the pass before returning the way you came. You'll come across a yellow door just past where you engaged Sharon. Open this then evict the inhabiting Krakow and Danielles for the red pass and a healthy dollop of health to fall into your hands. The red door contains a mere Jordan and a few rockets and so it's not worth risking serious injury. Avoid this detour and wander to the other yellow door. This area is inhabitated by a large number of Krakows who will glide effortlessly towards you. Reward them with a deserving death before leading left to the blue door. The revealed lift will deposit you on map two. Note that the actual lift exit is ninety degrees to the left of the entrance position, so turn dreamily to flagellate the waiting Krakow. Open the door, then immediately back off. Hopefully the Jordan will be at a distance allowing you to begin a comfy duel. If he enters your room you must use hit and run tactics – blast, then dive onto the lift when he gets too frisky. Return in a little while when the boy has moved away. And kill him.

Perambulate towards the green door, carefully mind. You'll pass a switch but gaining a medikit is not worth tangling with another Jordan, especially since there's another Jordan waiting for you behind the green door. After opening it enter reverse mode and speed away for an exciting running battle with the rampaging beastie. The level is yours, mein Kapitan.

LEVEL 11: ADMINISTRATION BLOCK

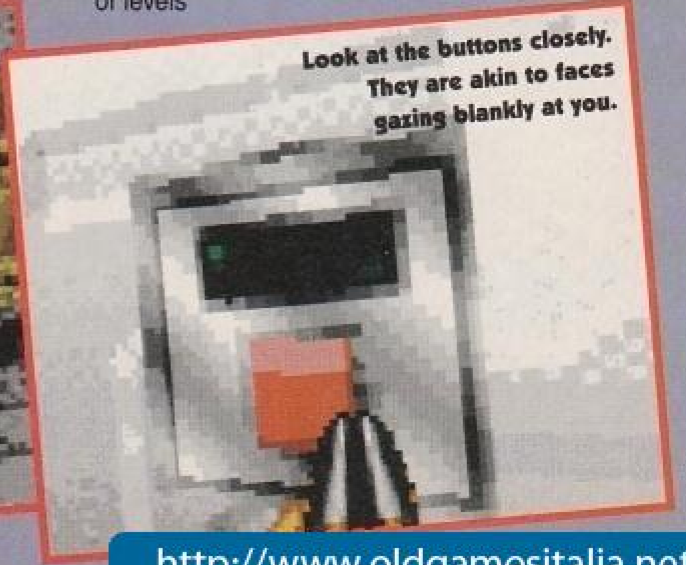
Level Code: HKIOCGPLGDMMBKEF

In this claustrophobic level it's important to practice your snapshot-sidestep tactics, as well as the appliance of grenades. The corridors here are often full of Danielles and Rickys, who'll pepper you with assorted smallarms-fire given time. A tiny sidestep is all that's needed to let off a shotgun blast. Unless you actually want a six foot hole and a cheap, wooden box you don't need to lurch over to the other side of the passage. So don't.

Head to the stairwell, as marked on the map. It's a good idea to clear this of the three Krakows before progressing any further, as they'll just sneak up behind you and swallow you whole. The next step should be to remove the main corridors of levels

Die Hard was pretty cool too.

Stairs were invented by the Egyptians 3000 BC. At around tea-time.

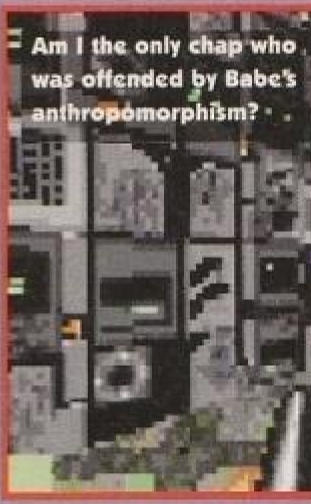

Look at the buttons closely. They are akin to faces gazing blankly at you.

two and three of their inhabitants. This'll make later encounters a mite easier. Now return to level two (map 2) and open the first door on the left. Serve up a full meal of nine-gauge, with an optional starter of rebounded grenade, to the inhabitants before pocketing the yellow key. This causes all the doors on level two and three to open. Avoid the Jordan on this level and pick up the power-ups from the far room. Now skelter up the stairs to level three, which is a tad busy.

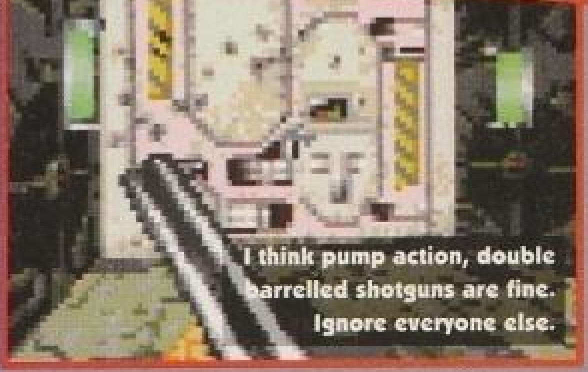
Take your time removing the stubborn Alien Stains from each room with your firearms, then open the yellow door. If you require energy turn left and open the door at the corridor's end. Pick up the health but leave the button alone – it'll only release a Jordan. Now move to the other end of the passageway and prise open the last door on the left. Shoot the inhabitants, then thrust the blue pass into your pocket and prepare to make haste. Sprint back the way you came, avoiding incoming fire from the released monsters. Return to level one.

Several doors have opened in your absence, so introduce them to a whole new world of pain before sidling up to the blue door. Open it, then collect the green pass. This opens door K releasing two ravenous Jordans, though if you move fast enough you should be able to get past them before they enter the main passageway. Should you fail, conduct a swift firefight. Remember that while it's hard to miss the cold-blooded ones in these passages, it's equally easy for them too.

Now wander to the green door, dispose of the lurking Jordan, and enter the Graham-populated maze which marks the end of the level. Just visit each switch marked on the maps and deal each one a hefty tap on the space bar before making a move towards the exit. To escape the molesting action of the Grahams merely take corners as you have before on this level, being careful at junctions and looking behind you to see if one of the scarlet fellows has pranged an ambush. Do that and you've completed the level.


Am I the only chap who was offended by Babe's anthropomorphism?

This is for your foul treatment of Delia, Krakow-Thing.


I think pump action, double barrelled shotguns are fine. Ignore everyone else.

LEVEL 12: THE PIT

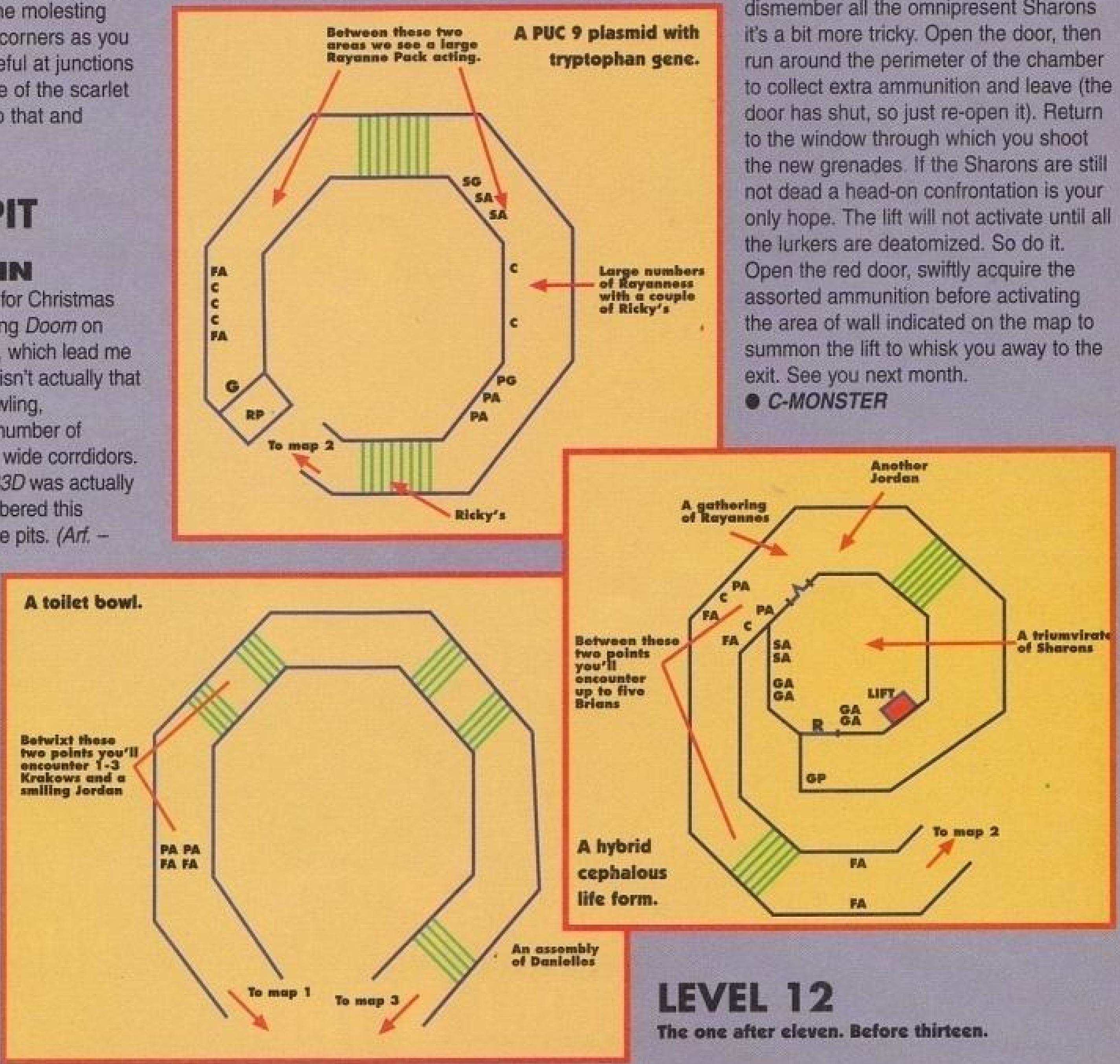
Level Code: JNIMDLOLGEOJMJHN

I returned to the bosom of my family for Christmas recently, and spent a lot of time playing *Doom* on arch-sibling Cheescake's Playstation, which lead me to notice few things. Primarily *Doom* isn't actually that good. There are too many lazy, sprawling, meandering levels, in which a small number of baddies swagger around ridiculously wide corrdidors. For a few seconds I believed that *AB3D* was actually a better game, before I swifly remembered this heinious, slab of a level. It really is the pits. *(Arf. – Ed.)* If you're going to attempt this level rather than skipping onto the next, make sure you have a large supply of grenades and rockets. I'll even condone cheating to gain more firepower before delving into the chasm (change the last eight letters in the code to IIIIIIII).

Start by using your pulse rifle on the Rayannes which slouch around the first part of the pit. Now slog down the dimly-lit cavern killing everything you meet including the two Jordans. While doing this be very careful not to waste your precious grenades or any energy from medikits by picking them up when you're healthy. Save them like a particulary aniseedy sweet. Also, if you can't resist wasting them, choose the ones on the inside of the corridor, making it easier to avoid them in the sprint later. Eventually you'll reach the bottom of the passage, where a green key lies provocatively beside a red door. DO NOT PICK IT UP. Instead, stride back to the window you passed previously. It gives a view of the three Sharons and Brood who make this final room their lair. Aim straight at one, kneel, then back away from the wall. Fire a single grenade through the gap and listen for a howl of anguish. If you hear one then fire a few quickly, before checking where they've dragged their roots to. If they've moved to an awkward angle, attempt to rebound the projectile off the window sill so it explodes nearer the viewing place and beware of rebounds. When you've expended your load collect the green key.

Now run all the way back to the start of the level. Three Jordans will have been released, so sidestep their corpulent forms and use the remaining medikits to keep your health up. When you reach the green door wrestle it open to reveal the red pass. Turn around and head back down the gently arching walkway, avoiding the grasp of those Jordan-types. When you reach the window use your shotgun to shoot at any remaining eyeballs floating around.However if you failed to dismember all the omnipresent Sharons it's a bit more tricky. Open the door, then run around the perimeter of the chamber to collect extra ammunition and leave (the door has shut, so just re-open it). Return to the window through which you shoot the new grenades. If the Sharons are still not dead a head-on confrontation is your only hope. The lift will not activate until all the lurkers are deatomized. So do it. Open the red door, swiftly acquire the assorted ammunition before activating the area of wall indicated on the map to summon the lift to whisk you away to the exit. See you next month.

● *C-MONSTER*


A PUC 9 plasmid with tryptophan gene.

Between these two areas we see a large Rayanne Pack acting.
SG
SA
SA
FA
C
C
C
FA
C
C
Large numbers of Rayanness with a couple of Ricky's
G
RP
PG
PA
PA
To map 2
Ricky's

A toilet bowl.

Betwixt these two points you'll encounter 1-3 Krakows and a smiling Jordan
PA PA
FA FA
An assembly of Danielles
To map 1
To map 3

A hybrid cephalous life form.

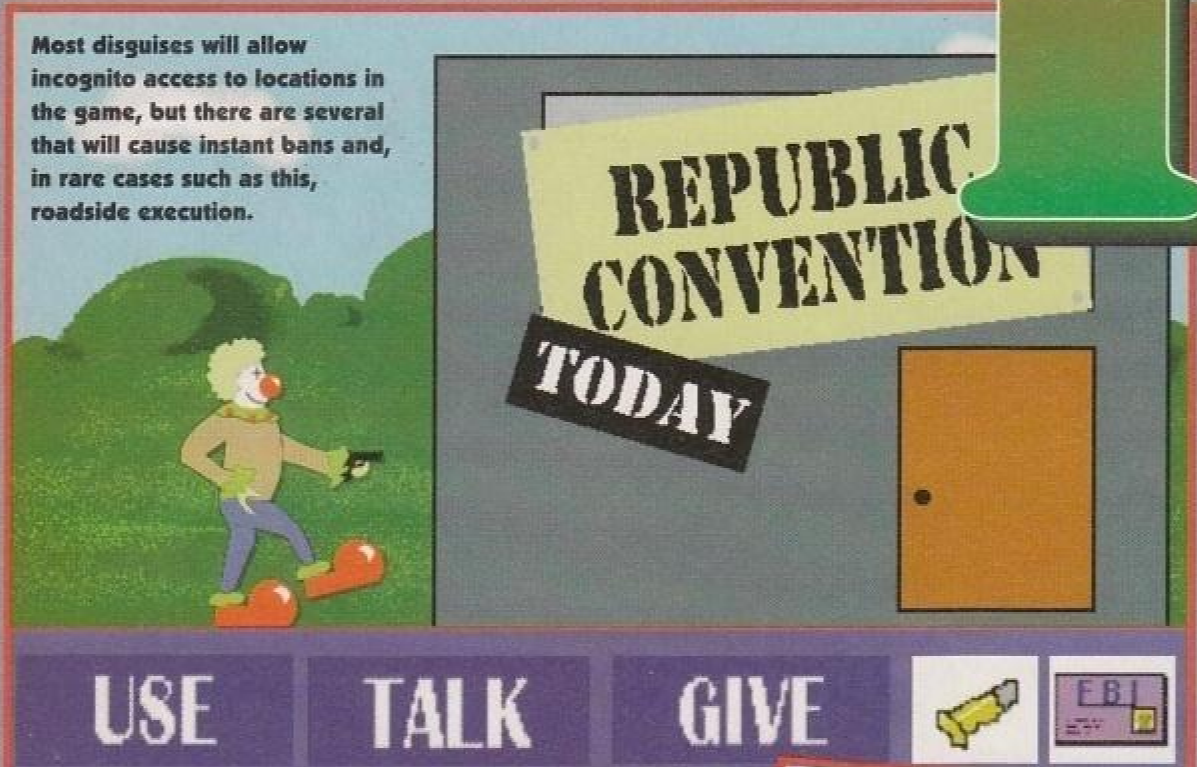
Another Jordan
A gathering of Rayannes
PA
C
FA
PA
C
FA
Between these two points you'll encounter up to five Brians
SA
SA
GA
GA
A triumvirate of Sharons
LIFT
GA
GA
R
GP
To map 2
FA
FA

LEVEL 12

The one after eleven. Before thirteen.

KILL PR

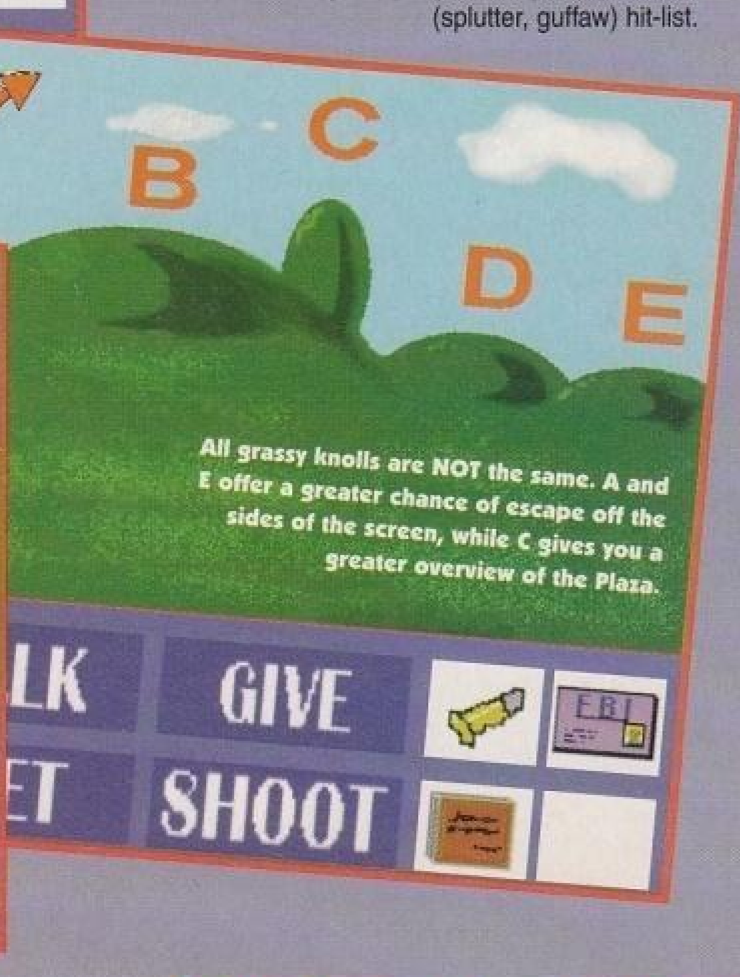
The only Amiga game based on a political assassination and we forgot to mention it in AP55's JFK feature. Mills plugs our gap.



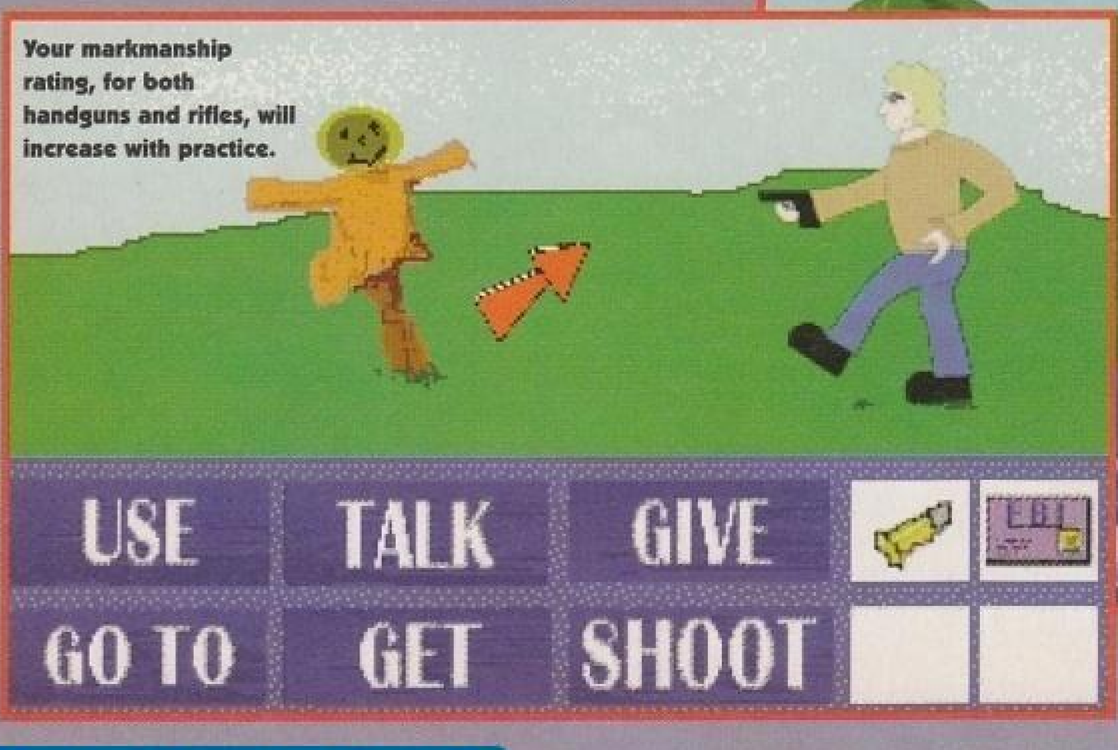
Most disguises will allow incognito access to locations in the game, but there are several that will cause instant bans and, in rare cases such as this, roadside execution.

Okay, shut up. Not a day goes by without some dolt begging for a solution to *Kill The Prez*, despite the game being seven years old, and despite Cam Winstanley's playing guide (RRP £11.99) being available since eight weeks before its release. I don't intend to repeat here what it took Cam a whole Sunday afternoon to write, I will merely give some pointers and answer the questions which it appears that people most commonly ask (or, as they say on The Net, the QWIATPMCAs).

As the whole point of the game is to assassinate JFK, getting a gun is high on your (splutter, guffaw) hit-list.

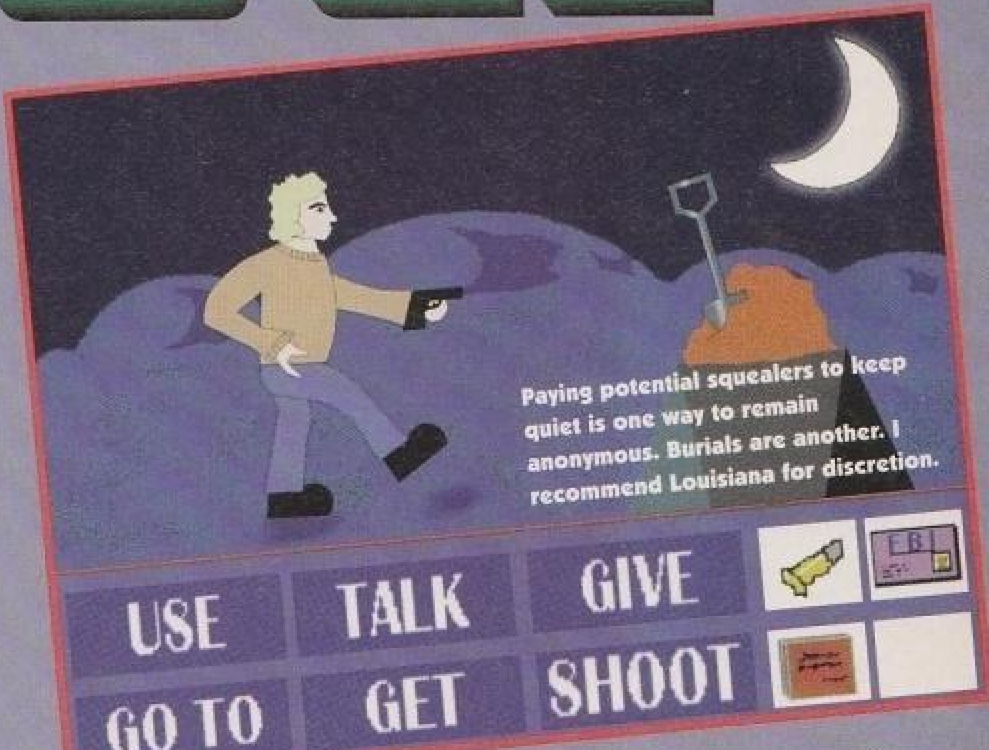


All grassy knolls are NOT the same. A and E offer a greater chance of escape off the sides of the screen, while C gives you a greater overview of the Plaza.



Your markmanship rating, for both handguns and rifles, will increase with practice.

THE EZ

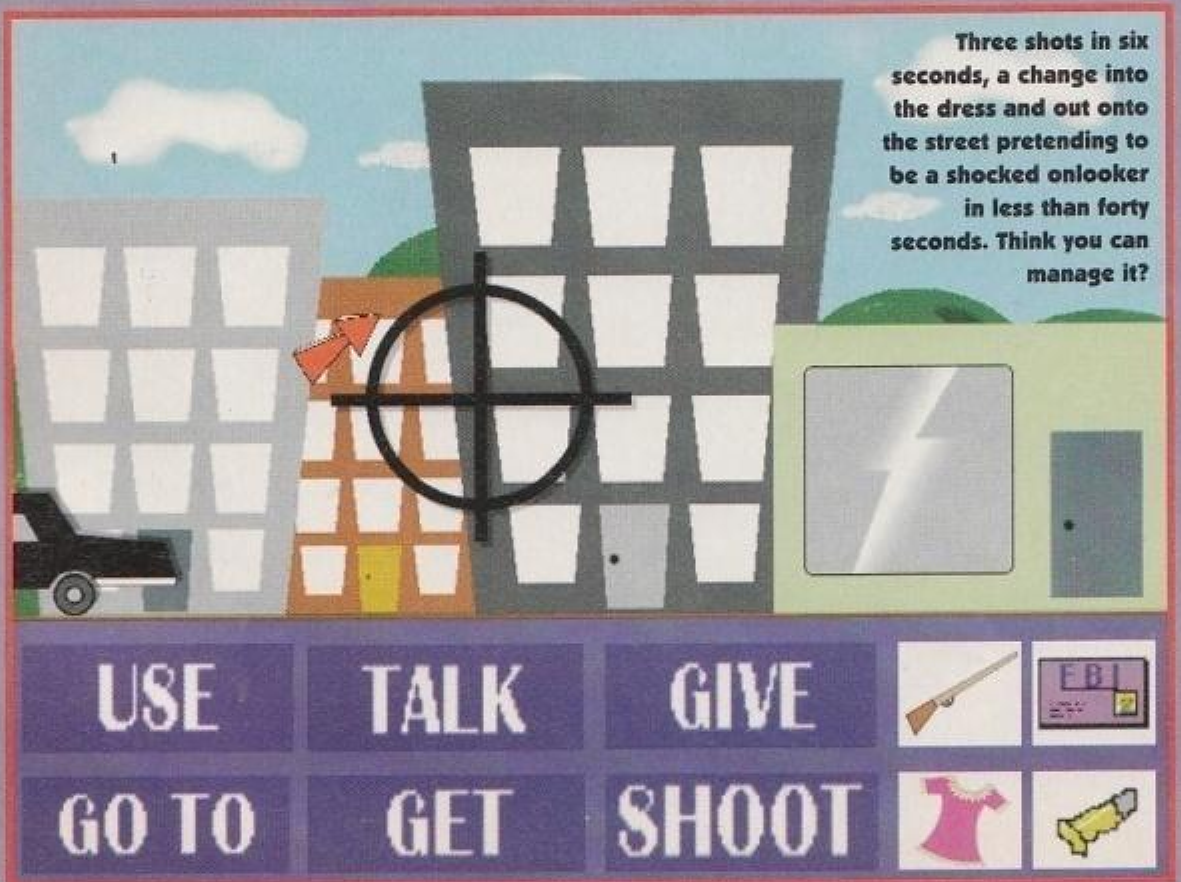

Paying potential squealers to keep quiet is one way to remain anonymous. Burials are another. I recommend Louisiana for discretion.

Yet even this remedially simple task overwhelms some people. They write in pleading for the location of the gunsmith, or moaning that every time they try to fashion a home-made firearm from the copper tubing and the fertiliser they end up blowing their arms off and having to start again.

Half-wits.

You begin the game, as you end it, in Dallas. IN DALLAS. You can buy a gun from any shop, store, street-trader or restaurant. Simply go pretty much anywhere, click on the, "May I have a semi-automatic weapon, please?" sentence and you're in business – buy it from the drug store and you get a free strawberry milkshake, which will obviously come in useful later when you need to access the CIA computer.

Apropos of the CIA, covering your trail and providing enough conflicting clues for a subsequent industry of speculation gains you extra points. The CIA, like the Mafia, Big Business, the Military, and well nigh every public and private body you might encounter is falling over itself to be complicit in your assassination attempt. There is, however, one organisation which will not help, immediately. The FBI – out of sheer bloody-mindedness – will not assist you in bumping off JFK; I know this has stymied many readers.


Three shots in six seconds, a change into the dress and out onto the street pretending to be a shocked onlooker in less than forty seconds. Think you can manage it?

One plea in particular tugged at my heart and, in fact, provoked me to write this piece. "Please, please tell me how to get the FBI's help in *Kill The Prez*. I only have four months to live, and I'd so like to complete it before I die.", wrote 11-year-old Jamie Fletcher, in March of last year. Well, Jamie, it's all very easy: you go right to the top. Give J Edgar Hoover the ballgown you got from Sam's Thing Shop and he's putty in you hands. The man's a sucker for chiffon.

You'll have to dress up in a variety of disguises during the game. When I say you, I mean your character, Zupruder, of course (Andrew Penco of Walsall). This is mainly to provide lots of point-scoring clashing evidence from witnesses, so the more the merrier; mailman, janitor, cop, speech therapist, Inca, Top Cat – they all help. The one exception is to disguise yourself as JFK himself; you wouldn't believe the amount of people who do this and are then astounded to find they're shot dead on the next screen. You think you're the only one after the President? This is a race, you know.

The actual assassination is straightforward, though one quirk should be mentioned. Bizarrely, you don't get extra points for getting Jackie. I contacted the game's producers who apologised abundantly, explaining that this is due to a bug in the program.

And that, as they say in Rhyll, is that. I hope I've helped a few people but, quite honestly, won't lose any sleep if I haven't. While I was talking to *Kill The Prez*'s programmers I did ask about the long-delayed sequel – in which you have to dream up ways of bumping off upwards of 50 of the people who testified before the Warren Commission (working title *Warren Piece*). I was told that, "It will probably be in the shops by April this year, and certainly no later than December '97."

● ***MILLS***

SEPHALATED?

Then you need...

THE LAST RESORT

with C-Monster

"When the going gets tough, the tough get going," sang pop's forgotten Billy Ocean before adding, "Oh-oh." Alternatively the 'tough' appear here.

LOOSE ENDS

THIS LOT ARE TIED IN KNOTS. ONLY YOU CAN UNRAVEL THEM.

Q "In FUTURE WARS what do you do with the evil sewer monster that spends it's time harassing innocent women and children? I noticed a tap in another section of the sewers, but it seems to be useless."
Michael Campbell, Somewhere

Q "I am stuck on THE CLUE (by NEO) and I would like to know how to get past the guards."
Kenneth Hutton, Dorset

Q "In FRONTIER is it possible to have anything better than Class 7 Hyperdrive and Class 3 Military drive? If so, where can I get it? Is there another cheat, other than the cargo and money cheats? And how do you use the mining machine?"
Kacper Wysocki, Norway

Q "In THE CLUE how do you rob the old people's home without meeting Karate Grandmother?"
Kapital Weimar, Norway

Q "In JAGUAR XJ 220 (on the A600) I have managed to damage my car, but I'm unable to actually repair it. I go to the appropriate screen, but when I press the buy button absolutely nothing happens. Please help if you can."
Chris Archers, Lancashire

Q "In DUNGEON MASTER 2, I am having trouble gaining the last clan piece from the revolving table in the castle between the spooky trees and the fountain near the magic shop. The problem is that every time I approach the table it moves the piece to the opposite side. I've tried placing guard minions around it but to no avail. And I've bought the large cog from the magic shop. Can you help?"
Jim Laver, Herts

Q "I am stuck on the old text adventure JINXTER. I have each of the five charms and have now ended up in the castle dungeon. While I recognise that I should get into the dumb waiter and burn the rope, how exactly DO I burn the rope? I have tried, but the game just keeps telling me that it can't see a rope there."
Joona Palaste, Jpalaste@freenet.hut.fi

Q "I've been playing A CRUISE FOR A CORPSE. The time is 4.40. Although I have found out loads of new stuff, the last thing being that in the ship seems to be used as some sort of drug smuggling thing, and Hector is dead, the time WILL NOT ADVANCE. Once it gets to 4.50, I know what to do thanks to some tips published a while ago."
Zoe, 7939F4E00E8@TOWN6.ncl.ac.uk

Q "I'm having no success on SUPER LEAGUE MANAGER. I have followed all the tips from AP 49, changing training every two to three weeks, and signing good defenders, but to no avail. Any ideas?"
Martin Smith, East Sussex

Q "In POLICE QUEST 2 how do I avoid being shot when I come out of the bushes at the cove?"
Bruce Khan, Sunderland

Goth-slasher flick Seven lied (as does a large selection of the world's most influential literature). There are not seven deadly sins. Instead, there are eight, the final one being cheating at computer games. Within these pages you can emperil your soul by begging for help on a variety of entertainment products, while my own is tarnished by trading in such foul stuff. Suffer the consequences at your leisure.

ARABIAN KNIGHTS

Q "Do you have a cheat?"
Bent Nielsen, Denmark

A Why, certainly. Just type "SIMEON" on the title screen and press TAB to activate it. Also by holding down the left Amiga Key while playing will lead to invincibility. Performing a similar process when pressing P slows everything down.

MONKEY ISLAND 2

Q "How do I get the shopkeeper's and Mister Rodgers's map pieces?"
Michael Campbell, Somewhere

A Well I've already covered the shopkeeper's piece thoroughly last month, so do that faust *(See: Even my Freudian slips point out our eternal damnation. Turn back! It's never too late. – CM)* then follow these instructions: Before you confront this salty type visit the shop on Booty where you should buy the sign. Hang the empty bag of parrot chow in it's place, which will distract the parrot allowing you to purchase the mirror. Go to Phatt Island, where you should use the flyer you got from Captain Kate on the wanted poster, leading to the poor girl's incarceration. You should now go to the jail and open the envelope to gain the near-grog, releasing Kate with the small key.

Head to the cottage via the passage you've already discovered (which was revealed by using

CASES CLOSED

ANOTHER SET OF INVESTIGATIONS SOLVED AND LOCKED AWAY IN A FILING CABINET. UNTIL NEXT TIME. WE FEAR.

ZAK McKRACKEN

Q Over-paranoid martian security stinks. Or at least this is the belief of Martin Doherty who was unable to work his way past the force field on the Red planet. Charitable as always is the ever knowledgeable eighties popster Kim Wild (sic) aged 14.

A "Pick up the boom box from the shuttlebug and take it to the hostel. Go inside and pick up the duct-tape and put it on the audiotape. Put the tape back in the boom box and make your way to the Mars face. Stroll up to one of the crystal spheres. Turn on the boom box and press the record button. Now pick up the crystal sphere. When the noise has finished go to the broken door and play back the tape. This should spring it open. Enter and retrieve the ankh key. Go back to the forcefield and use the ankh key with the panel on the wall. This will clear the bothersome force field."

Kim Wild, Dorset

WIZKID

Q A Hertfordshire lad found himself rather "cross" when he was unable to locate the appropriate Christian Symbol. Head Pontiff Asher Peters gives him his papal blessing.

A "It's located on level 4 (the one with a large tree in the background). Go to the shop and purchase the flying scarf, leaving as a head and a body. Jump on the central trunk of the column until the aeroplane arrives. Jump in and activate the scarf. Fly through the first screen you come to and on the second you'll see a church spire with a cross on. Fly into this to pluck it off, before sweeping downwards off the screen. Do not fly upwards. Or I will cry my little eyes out."

Asher Peters, Middlesex

SPELLBOUND DIZZY

Q Andrew Sears was shedding tears over his inability to pass the ore crusher, the dark room and the windy-shaft machine in this most veritable egg-based arcade adventure thing. Offering the man-sized tissue of advice is Kathy Dean.

A "You don't need to get past the spare ore crusher. If you jump into it from a distance and shuffle forward you can get the star in the centre. For the dark room you'll need to get the garlic kelp, which is in the cave under the man eating plants, and then use the pot with the ceramic lid to catch a firefly in the clouds. As for the machine, I assume you mean the drill. You'll have to rescue all your friends, put together the string, sticky tape, pretty cloth and sticks to make a kite, take it up the windy shaft with the umbrella, go up the clouds on the right to get the drill bit and then take it to the machine which will enable you to complete the game."

Kathy Dean, Bolton

FLASHBACK

Q Like Konrad, David Walker's fingertips were falling inches short of their intended resting place. Trust Toby Stapleford to give him the necessary leg up.

A "To reach the top platform you must get as far back as possible, then press forward and fire to run. Then at the place where you would usually press up, you are required to do little more than just let go of the stick while keeping the fire button depressed, allowing the joystick to centre. You can use this anywhere where there is a ledge to jump too and some space to have a run up. It takes a little practice to centre the stick at the right moment, but you'll soon get the hang of it."

Toby Stableford, Lincoln

JoJo the monkey on the water hydrant). Challenge Rum Rodgers to a drinking match, but empty your drink into the tree rather than drinking the foul stuff. Fill up your mug with near-grog and down that instead. After winning the bout, place the mirror in the frame and open the shutters. Use the telescope with the statue to reveal the brick inside to depress, which will drop you into the chamber with, voila, the desired map piece.

BENEATH A STEEL SKY

Q "Help me! Someone please HELP ME for God's sake. I'm stuck. I've entered the LINC system, and picked up the ball and opened the carpet bag, but my options seem to be closed. What can I do?"

William Hourihan, Co Tipperary

A We'll start in the place where you logged onto LINC. (The room where the ball was.) Exit to the right, noting how your inventory options have changed. The carpet bag contains compressed data and documents. Use DECOMPRESS on the data and DECRYPT with the documents. Rush off to the right. Now life gets complicated.

Use one of the PASSWORD programs with the floor, then walk to the right. Lay down the other PASSWORD program. The next set of instructions should be followed with utter religious devotion. Move left, pick up PASSWORD, go up, put down PASSWORD, go left, pick up PASSWORD, up, right, down, right, down, put down PASSWORD, up, up and exit. Still there? Good. As soon as you leave pick up the book and bust and DECRYPT them. Disconnect and wander over to the LINC terminal and use Reich's card.

Select option 4, enter the required security number and then choose 1. Read everything at your leisure. Now select zero, 2 and then 2 again to give yourself forty-eight hours of special clearance, allowing you to pass body scans and other things.

MORE BENEATH A STEEL SKY

Q "I've used Antia's ID card, as well as the playback icon on the well but I can't blind the eye with the tuning fork. He gets half-way over, then backs up. This is very frustrating."

Satan's left nostril, Hell

A I don't think you use the oscillator (which is the tuning fork) to deprive the eyeballs of sight. Since you're in LINC space use the blind program on the eyeball, then go up and right. The oscillator can now be used on the crystal. Take the opportunity of gaining the helix. Disconnect and continue with your quest.

FRONTIER

Q "In *Frontier* how do you get enough shipmen (eleven or so) to crew a Puma Clipper? I can only get 2 to 4."

Killer Whale, Norway

A Not having enough crew to man your ship properly? Sounds strangely familiar. (Gives a mock-ironic nod and a wink, then gets back to the point.) *Frontier*-bods may feel the need to correct me but I believe you're meant to build up your crew slowly, buying progressively larger ships and trawling all the Galaxy's seediest bars for hardened Space-scum. On the other hand if you stay in space dock with Time on fast forward for a long enough period surely enough able-bodied crew will present themselves?

CURIOUS CHAP STUCK IN A DUNGEON

Q "Could you please help me by telling me how to get past the two dwarves guarding one of the passages in the mine. I've been told you need to have a beer ticket, but I don't know where to find it."

Stuck, Down a mine

A Dwarves are tricky sorts, especially when something as inflammatory as a beer ticket is involved. Whenever I've been stuck down a mine with a bunch of these height-deficient and beard-endowed individuals they've all been rather introverted until a bit of the alcoholic stuff has been splashed around. However they do get ridiculously moody if they've had "one too many" and proceed to start a fight with your kneecaps. But if you're talking about some game, I haven't got a clue which one you're talking about. Perhaps telling me which one it is will give me a clue?

The primary difference between pawning your soul and writing to this column is that we accept letters in ink, on paper. In fact we become rather disturbed when messages arrive on anything else so save your blood and flayed skin mail and send your cheery envelopes and pulped pieces of paper to:

The Last Resort
AMIGA POWER
30, Monmouth Street
BATH
BA1 2BW

Or alternatively, remove any possibility of gore-related products being sent accidentally by addressing a stream of bytes to my personal e-mail address at bskmg@bath.ac.uk

DO THE write thing

Against all odds we've had enough letters this month not to mention the *SWOS* level editor to present the following witty and incisive commentaries on your lives.

● Address your letters to:
Do The Write Thing, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Or 'netsurf' us at: ampower@futurenet.co.uk.

"NUDE PAINTING REFLECTED IN THEIR STYLE"

Dear AP,

It's a well known fact that cartoons play a very important role in our lives. They're present when we grow up, they're sometimes our only refuge when we're depressed and they're our friends when we're happy.

I think that if the wonderful universe crumbles apart our future will be made of humourless bureaucratic psychopaths, such as the members of those SINISTER MEGA-CORPORATIONS which you talk about all the time. It is our common duty to unveil the hidden agendas of the mega-corporations. Let's take them one by one.

Disney – The fall of this once mighty empire started with the great insurrection in '73 during which the whole staff was replaced by inexperienced art school students whose favourite subject was nude painting, reflected in their style of drawing since then. For example, look at Disney's pre-'73 cartoons and Snow White's breasts. Only you can't because she hasn't any. However, in post-73 cartoons, note the buxom Little Mermaid and Pocahontas. The non-existent sexual components and the innocence of Disney's golden era is gone. Forever.

Nickelodeon – The younger 'test's subject' feels a rather nauseating trauma while watching an episode of Ren and Stimpy. The things he sees attract and repel him simultaneously. The love-hate relationship going on inside his innocent brain will eventually cause his life to meet with an abrupt end either by hanging/shooting-in-the-head/pill-swallowing suicide at the age of 37.

Warner Studios – The 'Slaughterschool' that are Warner's cartoons for the kids might awaken their primitive and violent instincts. They could even become potential psychos, marauding killers or police officers (there are some cases of them becoming Prime Ministers). If this senseless violence was removed it could be a cure for insomnia.

Others – The traumatic experiences that can be analysed from these, range from Oedipus complexes (some Czech cartoons) to cases of extreme mayhem towards animals (Pink Panther), so I cannot predict anything positive from that. Apart from a global nuclear war or serial killings. And on that note I'll leave you with the cheery words "That's all folks!"

Yours,

Pedro Pinto (formerly 'Nightstalker'), Portugal

"Feast your eyes upon my beauty," wrote Brett Davids. (It *is* a joke.)

"THE GINGER-ESQUE ALIENS"

Dear AP,

At last! Some decent games released on the Amiga and they all managed to survive the withering glares you subject all new games to. It has to be said I went out and bought *Alien Breed 3D* before I read your review (a mistake I made before with *Total Carnage*) but it was – gasp – a good game! One complaint though: where are the slavering alien hordes we have all come to know and love (well, know and blast to pieces with superheated plasma, but you get my drift)? I am currently forcing my way through level four and I've only seen crappy robots with guns, violent helldogs and scary floating eye jobbies. Being rather poor at playing games I have yet to get past this level but I am longing to blast the ginger-esque aliens to sub molecular particles. Nevertheless, I do think the weapons are immensely cool, especially the shotgun and rocket launcher.

But! What is this lurking on page 22 of issue 56? None other than the revamped version of one of my favourite tennis games! *Super Tennis Champs* is indeed the ex-AP coverdisk tennis game bought up and improved by Audiogenic game of champions (ahem!).

Blimey, I hear you cry! A letter to AP that is actually wholly on the subject of Amiga games. I know it is a rarity, but hey I am too. BOING!! And so to bed.

Mark Prior, Cambs

We have never cried 'Blimey', and you do us a great disservice to suggest that we would.

"CD-ROMS? YES"

Dear AP,

Why is it you aren't allowed to print words like bastard when Mac Format is allowed to put pornographic programs like *Mac Strip* and *Kiss* on their covermounted CD-ROMs? Yes I do know 13-year-olds who sit down at their Performas staring at the digitised images they got with issue 32! It really isn't on. But I don't have a CD drive on my Mac.

Billy the Psychopath
billy@sang.demon.co.uk

Bastard.

"SOLD A COUPLE OF ESCOM"

Dear AP,

I work in computer retail and have sold a couple of Escom Amigas but it's hard work selling them because of the price. The Amiga 1200HD with 170Mb hard drive and 2meg of RAM and the monitor is £700. How can Amiga Technologies justify this price tag? Someone rang Amiga Tech to ask why they didn't bring out a cheaper A600. Their reply was "We'd still have to price the A600 at £400 so you're getting the better deal." Follocks!

The shop bought some packs with 4 extra games, one of which was *Zool*. I then checked to see if everything worked on our old Commodore Amiga that we have on display and it did. But it DIDN'T WORK on the new A1200. Why? Have you had problems with loading on the new Amigas?

And why are so many people whinging about AP? People know about the lack of software so it's not your fault there's not a lot of games – what do they expect you to do, write them yourselves just to fill pages?

Yours,

Joe, Accrington

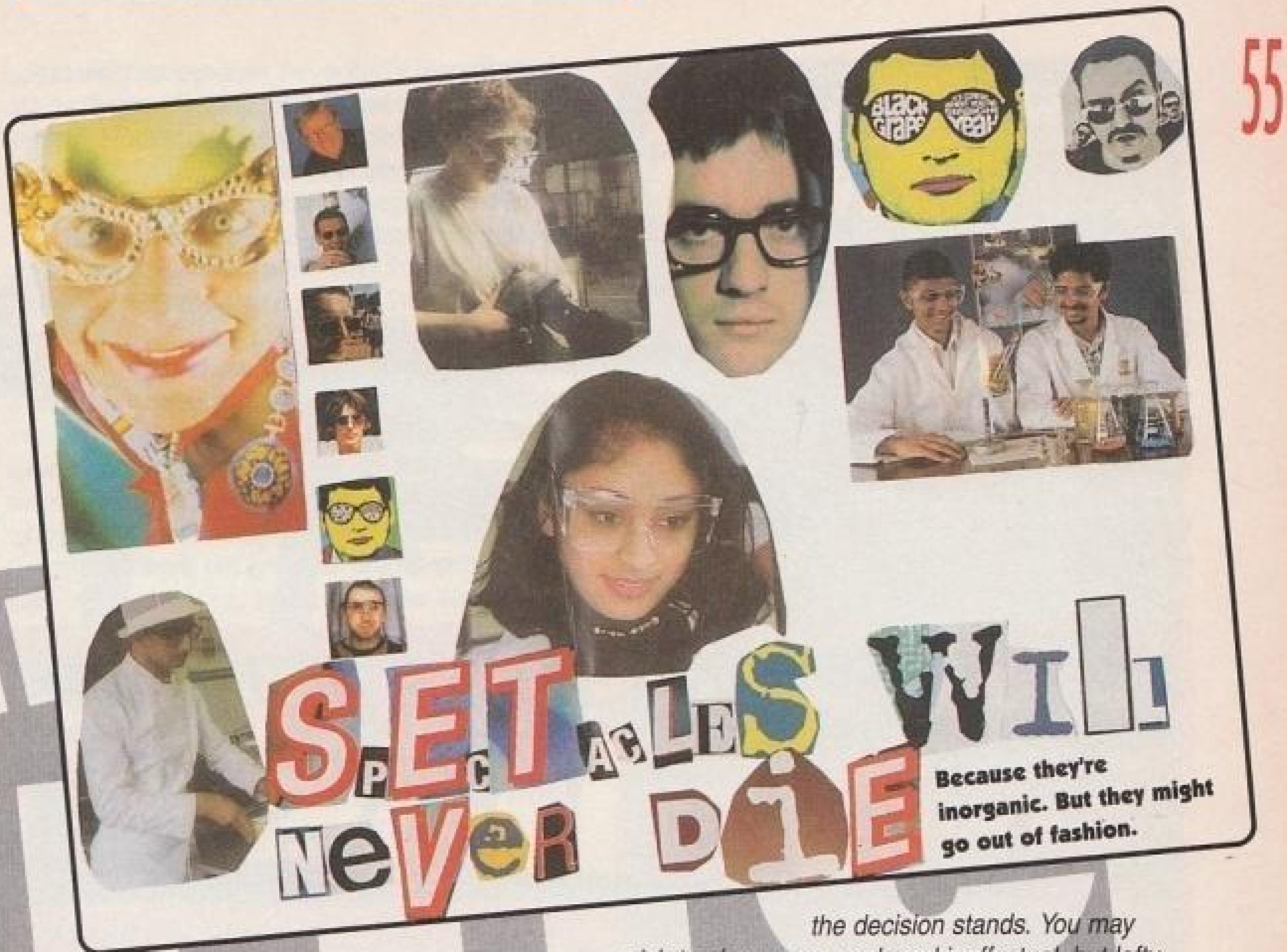
"SCOTLAND COMMENCED OPERATION"

Dear AMIGA POWER,

Your days are numbered. While doing a bit of research for my final year project on Remote Sensing, I have stumbled across RAIDS, otherwise know as the RApid Information Dissemination System. The web site informs me that "The RApid Information Dissemination System SAR Processing Facility, installed at the West Freugh ground station in Scotland, commenced operation in June 1994."

You are no longer required to disseminate

DO THE write thing



Because they're inorganic. But they might go out of fashion.

essential information as someone (possibly slaves of your Global Megacorporation Masters) is doing it faster than you. Be afraid.
Ludwig Ledbury
c4pl@dmu.ac.uk

BE AWARE – Speed might well be of the essence, but it also kills.

"SECONDLY, AND HOW"

I'm sorry to say that I did not do so well this month in your 'Spot The Deliberate Mistakes' competition. I could only spot two errors this month – either my standards are slipping or your quality is improving. I leave it to you to decide.

First there was, you know, the Bob Dylan thing. I hardly dare mention it as no doubt this is the ten thousandth letter you've had on the subject.

Secondly, and how Cam let this one pass I'll never know, is the reference to a "Russian BPM APC". Anyone with half an ounce (12g) of common sense will immediately realise that the picture was in fact a BTR 60. There is no such thing as a BPM APC in the Great Russian Tank Shop™.
Yours nit-pickingly
Chris, Co Antrim

Cam has left and no-one else cares.

"BAFFLED I QUOTE"

What the bloody hell are you playing at, eh? Let me take you back to AP56. A very nice issue indeed. A good selection of games but only 74 pages. Maybe next month, eh?

But then I looked at the True Stories and, as the police are so good at saying, I was baffled. I quote, "This month's issue was too small to accommodate the full complement of games we had in." Does this sound strange to anyone else?

Finally, when some games do come in you put them back for the next issue. Hundreds of annoyed readers write in complaining about the number of pages and the shortage of games but diddly squat is done about it. Who cares about bloody nine-page features about JFK?

It seems to me you're writing the magazine for yourselves and not for your readers. I DEMAND to know why faithful, devoted readers are being subjected to a £4.25 magazine full of, well, full of nothing at all, really. And don't give me any of that crap about sinister organisations because I'm sick of hearing you whine "it's not our fault" and "don't blame us, we're your friends".

You write the mag, don't you? Protest, go on strike, do anything you can to ensure your readers are given a fair deal.

It gets me down to see such a brilliant mag cut down to 74 pages when it could be thick and jam packed full of games, putting other Amiga mags to shame.
Chris Luke, Exeter

Our usual 'crap' about sinister organisations aside, the tedious truth is that we, the editorial team, have no control whatsoever over paper size, page count and cover price. These things, however much you may choose to disbelieve us, genuinely are decided by other people. We have protested it but the decision stands. You may wish to view us as weak and ineffectual, but lofty principles don't pay the mortgage and so we remain, doing the best we can with the limited resources available to us. We remain your friends, despite your unreasonably huffy demeanour.

"NESTLÉ ARE NAMED"

Have you ever noticed that all the chocolate products made by Nestlé are named after things in space? These include: Mars, Galaxy, Milky Way, Saturn Bars etc.

Subconscious coincidence? Or just ANOTHER SINISTER MARKETING PLOY?

Or even just another fairly short letter with lots of capitals at the end of it?
Yours by the window pane,
Craig Hesmondhalgh, Blackpool

We'll be out of the office for a few weeks – we're catching the next Smartie to the planet Yorkie. You are a fool.

"SUGAR THIS LETTER"

Hello,
Erm… I've just discovered a stray stamp lurking at the bottom of my drawer and I have decided that this valuable artefact picturing the only honourable member of the Royal Family *(Sorry? – Ed)* should be sent to you, the people who provide me and many other Amiga owners (all three of them, at least) with a good source of entertainment and… and… and I'd better add some funny jokes to this letter quickly otherwise it'll be banished to the dustbin of 'not-funniness'.

Oh sugar, this letter has gone from a less than confident start to a worse finish. And to cap it all, I've been forced to put the stamp on the letter so there's no point in it at all now. No mention of Amiga games. No jokes. No hope. It'll never get printed and no one will read it but you. What a waste of 18p.
Chris Livings, Essex

Ah, but it gets worse. Second class postage costs 19p now and we had to pay the excess. From our own pockets. PERISH, UNWORTHY ONE.

"THEM EVERY WEEK"

I've decided that college is an exceedingly pleasant place to be. My art room contains eight Apple Macintosh Power PCs, all linked together allowing multiplayer games of *Marathon*. While ➤

BELL, BOOK AND CANDLE winner

"STOP US APART"

To: Robert Melhuish c/o AP
I wish to convey my great disgust at your forthcoming 'magazine'. I am a Queen fan and am deeply upset at your showing the late, great Freddie Mercury on the cover. However, I met him in the bar on Tuesday and he took the cover as a testament to his abilities so it's okay.

You see, like him I am dead. Yet does this stop us? Apart from exorcisms, no! In heaven it's good to see pages 69-100 enjoying themselves and Jonathan Anderson shifting uncomfortably below. Still, I digress.

The point of this letter is that I wish to have a job on Dead Magazine – as a staff writer. I have many good ideas for the magazine (one is a monthly column by Tim Tucker) *(I don't get that. – Ed.)* and I have had my name in print on a number of occasions.

So come on, give me a job on Dead Magazine and I'll show you where the garden that time forgot remembered.
Yours,
The Skull Of Burton, RAF Something

Film Studies centres around watching films. And writing reviews of them. Every week. Hee hee hee.
Matthew Smith, Somerset

That's our taxes you're wasting, get back to work you long-haired layabout, etc.

"SMALL ELVES THE ELVES"

Dear AP,
Many, many years ago my uncle had a small shoemaker's shop. He and his wife made a simple living; they were not wealthy but they were content and never complained.

During the night, when they had gone to bed, their shop would be visited by small elves. The elves would dance on the counter and make tiny objects from the leather left on the work table until dawn, when they would disappear. So one day, before he retired for the night, my uncle put down poison. That solved the problem.

Which brings us to washing-up liquid. What is this thing that washing-up liquid manufacturers have with lemon? Where did this whole 'lemon' thing come from? You don't go storming up to your garage manager barking, "I've just used your car wash and it's obviously faulty, my car's not even vaguely lemony!" Do mobile army operating theatres combat the unhygienic conditions by carrying aerosols of lemon fragrance? (I could go on.) I think, by heck, not. But this whole citrus odour affair came to a head when I had a lemon sorbet and spent the following two days washing the bowl CONTINUALLY UNSURE AS TO MY SUCCESS.

You know (I've changed the subject now, incidentally) how, as the Hollywood, big budget movies become more and more formulaic, each new production is touted round the backers by the method of saying, "It's x meets y"? "Think of it as Silence Of The Lambs meets Witness," they might say. For example. Well, is it me, or is this what we are increasingly hearing with computer games? And, as it coincides with big media companies getting involved, is this cannibalisation, this autolysis, symptomatic of games going the way of movies?

More importantly there's a gag in there somewhere about 'and I suppose next we'll see…' and then crossing two really inappropriate games. But I can't quite think what it is at the moment. Sorry, I have the 'flu.
Yours, never doubting you'll think of it,
A Newman, Wolverhampton

We have, as you predict, thought of a desperately funny gag involving the meeting of two entirely inappropriate games. Even funnier, we think, is our decision NOT TO TELL YOU WHAT IT IS.

FORGOTTEN LETTER winner

"SELL OUT THE MAN"

I have awaited the September issue of AP with a particular desire. As you can see by the date of this letter it arrives on these shores about a month and a half after it's published. It just showed up on the newstand today. *(You'll no doubt realise by now that it can sometimes take us quite a while to get round to publishing letters. – Ed.)* As is my usual wont I scan the reviews first but start the real ingestion of all knowledge concerning the Amiga game world with the Do The Write Thing section. Before I read the rest of AP.

I was surprised to find no comments about *Sensible Golf*. After all, the Sensi boys have been getting tons of heat for abandoning the machine that made them and I felt sure there would be some remarks about their final offering. I was going to put my two cents *(About 1.3 New Pence. – Ed)* in after AP52 but thought I should wait to see what others might say about it in this issue. Alas, no comments. Ahh, what the heck, I thought. It's not worth the effort for me to write about it now. BUT THEN…

I turn to Just Who Do We Think Has Cars and see the object of my ire concerning *Sensible Golf*, the focal point of my great disappointment, and on top of that displaying the very booty that proves to the world what a COMPROMISER he really has become. Yes, I am talking about that COLOSSAL SELL-OUT, the man who literally must have sold his soul to the Dark Lord himself, Stewart Campbell. What proof do I offer to these allegations? As though his weak defence of *Cannon Fodder II* as something more than a data disk in your hallowed pages wasn't enough, the final damning evidence is there for all to see: Play Tester – STEWART CAMPBELL!

After reading so many well dissected game reviews over the years, the way each subtle flaw or jewel would be revealed, the utter disdain and contempt at programming sloppiness, and yet such praise for the exceptional, I cannot believe that this now revealed progeny of SATAN would ascribe his name to such a mediocre piece of software, much less admit that he play tested it for our consumption. SELL OUT!! You sold out for a blue Mazda MX-5 and whatever other filthy lucre you could get your hands on and now have a nerve to come back to AP and offer yourself as the epitome of game reviewers again?… *(There follows another paragraph of similar invective which we have edited for reasons of space. This in turn is followed by a calmer, well-reasoned section describing those features of* Sensible Golf *which particularly disappointed Mr Hewett. Again, for reasons of space and clarity, this has been omitted. – Ed.)*

(Oh, and then there's some more stuff about Stu selling out. – Ed)

Lastly, even if Stew has the guts to let this be printed, which I also doubt *(Never doubt Stu's guts, old love. – Ed)* he may as well forget any explanations. His 'work' speaks volumes for itself.

But hey, I still love AP and look forward to every issue. You ARE the BEST. Keep up the good work.
Bill Hewett, Delaware, USA

We contacted Stuart in his luxury penthouse apartment in one of the more fashionable and exclusive areas of Bath. He paused his sipping of finest French champagne from an heiress's shoe to write this reply:

***Lord. Five years on and still "I bet you won't print this letter".* ("Fashionable felt hat" – Ed.) *Anyhow, Bill, sorry you don't like* Sensible Golf. *Neither do I. In fact, no one was more surprised than I was at the good reviews it received – I'd have given it about 50%. I did indeed playtest the game, told Sensible it was crap, and gave them a preliminary list of about four dozen obvious improvements. You can ask them if you like. Sadly, since the game was already over a year late, they decided not to do any of them and, understandably, just put the game out as quickly as possible before the Amiga died altogether. My disappointment at this was one of the reasons I decided to leave the company. I'm not sure where my name appears in the game, as I requested that it didn't, and if it had I would have at least made sure it was spelled correctly. (That's "S.t.u.a.r.t.", Bill. Been reading closely for the last five years, have you?) Still, it's a hell of a nice car. And* Cannon Fodder II *is fabulous. So* ("Jolly well go away." – Ed.)**

"POLAND, A MISAPPREHENSION"

Today, while watching Freakazoid, I learnt that the Second World War was started by the Japanese attack on Hiroshima. I had always been under the impression that WW2 was started by the German army invading Poland, a misapprehension shared by Basil Fawlty.
Tim Cant, Essex

The Second World War, as every other AP reader knows, was an inevitable consequence of the terms of the German surrender in 1918. Basil Fawlty is not a historian, he is a fictional hotel manager. What are you, stupid or something?

"MUCH BETTER"

Dear Sir or Madam,
Your reply to Chris Burley in issue 58 of AMIGA POWER certainly highlights the low depths to which your magazine has now sunk.

Okay, so maybe he went a little over the top in his letter, but he would obviously not have written it in the first place if you hadn't poked fun at him in his earlier correspondence. Yet this clearly shows just what hypocrites your team at AMIGA POWER really are.

You will gladly make fun at your readers like Chris Burley simply because he used an initial instead of his Christian name, but in spite of this you've avidly been using the initials AP to describe your magazine for years. *(Because every AMIGA POWER reader knows what AP stands for. – Ed.)* What makes you apparently so much better than your readers? Without their loyal support you are nothing. Remember, it's "idiots" (your phrase) like Chris Burley who pay your wages so I think it's high time you showed them some respect instead of trying to act "big, hard and clever" (also your phrase) which you certainly are not!
Yours faithfully,
Stuart N Hardy, Sheffield

Cretin.

"SHOW A PROGRAMME"

Dear AP,
I sincerely hope that the introduction to AP58's Do The Write Thing was not a reference to BBC2's The Fast Show, a programme which has inexplicably gained mass popularity, its own video and a repeat of its very first series by being exactly

DO THE write thing

the same EVERY SINGLE WEEK and failing entirely to be funny in any way. It is the comedy equivalent of Stargate and, as such, should be banished to the raging fires of Hades to smoulder uncomfortably for all eternity.

"It's the funniest show on television, or I'm an Italian socialist who got bumped off by Mussolini in 1924," says Giacomo Matteotti.

Matthew Smith, Somerset

Suits you, sir. Putros putros gali.

"EXCELLANT I HAVE WROTE"

Dear Wonderful Mag

I have never wrote to you before but I think you mag is excellant.

I have wrote to plead with you to print an address at which I can get *Sinister Theme Park* (it looks good). I have phoned DD Soft and 17 Bit Software. In AP55 you say it is from AP Soft (is that you, AP=AMIGA POWER?) but I can't find their number.

Danny Truman, Derbyshire

"HANDS THIS SAD"

Dear Do

Stuart Campbell says in his review of *Breathless* that it's too difficult. I have played a level from said game from an Amiga Format coverdisk and, despite the keys being unfamiliar and configured for Anne Boleyn (they were non-configurable in the demo), I breezed through it on my second attempt.

Having only played a demo – whereas Stuart has played the whole game – it would perhaps be unfair of me to ask whether, after his stint at pasture with Sensible‸his nerves are now shot and his reflexes are merely misty memories recounted to his grandchildren by the fire side on dark winter evenings. We are no doubt wrong to picture him, much as Robert Mitchum in El Dorado, shuffling in the AMIGA POWER office in soiled long johns and a three day growth of beard to spend two hours trying to plug in a mouse with his trembling hands. This sad, sunken-eyed, palsy-ridden shell of a man implied by his review is surely an illusion and it might be best if you, Do, took this opportunity to dispel the myth that Stuart is a simulacrum of his former self (who spends drifting, fragmented days coughing into a blood-stained handkerchief and cowering, hands covering his eyes, screaming child-like and incoherent – begging for mercy from unseen spectres) before it has a chance to take hold.

He also states that Hitler started World War 2 on purpose. However, the overwhelming weight of historical evidence suggests that Hitler intended to accomplish his murderous enslavement of the world piece by piece – the war on two fronts being the perennial German nightmare. He assumed Britain would acquiesce, after angry noises, to the invasion of Poland, and never intended to tackle the US until a much later date. American involvement – seen by many as the definitive moment of 'World War'; which some say actually began with the Japanese invasion of Manchuria, which wasn't to do with Hitler at all – came from the tension between the USA and Japan in the Pacific and, in fact, America declared war on Germany before Hitler declared war on America.

But I don't want to be picky.

Yours, in a sense,

AJP Special, Wolverhampton

It's as if you could see into our office. At least once a week we re-enact scenes from Howard Hawks movies and we're working through El Dorado at the moment. Last week Martin (as James Caan) wrestled Sue (Charlene Holt) to the ground in the 'sharpshooter in the barn' scene, while Cam (The Duke) and Stuart (Robert Mitchum, exactly as you said) slugged it out in the 'pouring the whisky away' scene in the jail (played with terrifying plausibility by Jonathan). Tim (as Arthur Hunnicut) is still having trouble with the accent and beard, but he's got the bow and arrow sorted out for the final shoot out so we should be doing that next week.

As for the whole World War 2 thing, we refer you to a reply elsewhere on these pages and would point out that Stuart, like Basil Fawlty, is a fictional hotel manager and not a historian. This correspondence, though strangely appetizing, is now closed.

"JAPES I PRAY"

Dear AP

Dead Magazine? There's clearly something fishy going on here. I looked for any mention of 'AP Publishing' or release dates of April 1st, but found neither. From what I can gather, either the management at Future Publishing have finally gone completely bonkers or it's another of AMIGA POWER's cracking japes. I pray for the future of all humanity that it's the latter, although given that the pull-out pamphlet was placed squarely in the centre of a review, I have a hideous suspicion it may have been genuine. This is, frankly, worrying. I have left it where it is for fear that something nasty might ooze from the gap it leaves when it is removed.

Matthew Smith, Again

PS: And because if I take out those pages the others will almost certainly follow, what with the spine being gone and everything.

What? You dare to doubt the proficiency of our Super Extra Deluxe Staples™? Pish.

"PAGES QUICK SOUND"

Dear AP

Oh dear! 68 stapled pages. Quick, sound the death knell. The end is nigh! I give it five or six months 'til you're ruthlessly incorporated into Amiga Format.

But now, let us change tack a little, and analyse the missive of Alex from AP58. "Hardly any games deserve less than 65%." That's right, Alex, I forgot what cracking games the Amiga is flooded with these days. Wondrous stuff such as *Team, Thomas's Pinball* and *Valhalla* are all of such undeniable quality.

And yes, AP, how could you have been so stupid? Give games high marks and keep programmers in their jobs. Then sit back and watch as sub-standard software sells superbly (alliteration alert) and those self-same programmers begin to knock out any old tosh, safe in the knowledge that it'll sell. Then, AP, you can all go on the dole as your readers realize you've been lying to them, cease buying AP, and Future stops production. Great plan, Alex. Fab.

One more thing. I've had letters printed in AP before, but this time could my address go down as Newcastle-Upon-Tyne instead of Wideopen?

Dave, Wideopen

AND ANOTHER THING...

Is Jonathan Nash in the Kennedy-On-A-Stick™ promotional advert? Have we discovered his secret identity?

No sensible name to speak of, Somerset

No he isn't. Or is he? Or IS he? OR... you know the rest by now.

Oh why oh why oh why are you now only 74 pages?

Stuart Brown, Preston

We're not. We're only 68 pages. And we don't know why.

You are a bench of morons.

Michael Ketteridge, Isle of Wight

He's not talking about us, but it's a great image nonetheless.

At least I haven't got a rat on my upper-lip.

James Caygill, Northampton

Clean your mirror.

I would just like to say, "Strewth, bonzer, cobber, Fosters, Home and Away, Rolf Harris, hooroo!"

Ben 'Wild Boy' Riley, Australia

Why on earth would you... oh.

They'll look stupid and get beaten up.

Chris Luke, Exeter

He has a point.

We'd also like to thank Matthew Sorge (or Sage) for sending us a copy of a Fortean Times article by a man whose death was falsely reported on the Internet. Things got desperately out of hand and eventually a rumour started that he had been murdered by the CIA, even thought he wasn't dead. The author makes several interesting points but has clearly missed the most important of all: PEOPLE WHO USE THE INTERNET ARE, BY AND LARGE, MORONS. But you already knew that.

AND THAT ADDRESS,

don't forget, is:

Do The Write Thing,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW.

Or e-mail us at:

ampower@futurenet.co.uk,

but we'll only reply in these pages, okay?

THE BOTTOM LINE

The buyer's guide is an integral part of any consumer magazine. So, every month, we bring you one called The Bottom Line. Though it neither fits upon a single line or appears at the bottom, but is rather six pages near the back. And these are they.

THE BOTTOM LINE

(AND HOW TO UNDERSTAND IT)

★★★★★ Absolutely Wizard ★★★★★ Top-Hole
★★★★ Spiffing ★★★ Rather
★★ Shame ★ Merciful Heavens!

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works... The top bit is easy:
GAME NAME
Publisher's Price
Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All-Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about every game we've laboured over, considered carefully and marked accordingly in the last year and remember WE'RE ALWAYS RIGHT.

WHO'S WHO CW – Cam Winstanley ● JD – Jonathan Davies ● JN– Jonathan Nash ● RP – Rich Pelley ● SC – Stuart Campbell ● MA – Martin Axford
PM – Paul Mellerick ● SF – Steve Faragher ● SM – Steve McGill ● RD – Richard Doidge ● CM – C-Monster ● TN – Tim Norris ● DG – Dave Golder

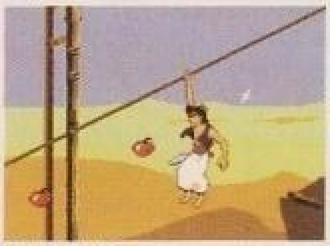
AIRBUS A320 2
Mirage £30

AP58 24% JD
It is a convincing simulation of the A320 Airbus – even more convincing, if you can imagine such a thing, than *Airbus A320*, whose sequel it is. You fly an A320 Airbus hither and yon. You take off. You land. There are many realistic instruments and controls.
★

AKIRA
Ice £30 (£35 CD32)

AP48 16% JD
Petrifying multi-stage film licence from the people behind *Total Carnage* which, despite repeated assurances that lessons had been learnt from *Total Carnage*, is easily the equal in catastrophe of *Total Carnage*. Hardly anyone is going to get past the first level's horizontally-scrolling obstacle course in which your magnificent 400mph armoured motorbike explodes on contact with stones and people just standing there: having played the wretchedly loose platform levels and spectacularly unfair shoot-'em-up sections, this is something of a heavily disguised blessing. The CD32 version is identical. ★

ALADDIN A1200
Virgin £30

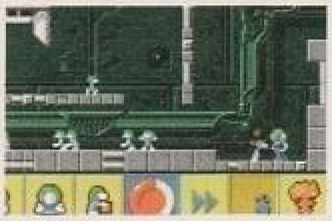


AP44 86% JD
A handsome conversion of the Mega Drive game, which plays slickly and breaks up the platform stuff with a couple of chase levels and bonus games. But, like all these post-*Cool Spot* platformers, *Aladdin* suffers from a severe lack of longevity. It's highly impressive while it lasts though.
★★★★

ALIEN BREED 3D A1200
Team 17 £30

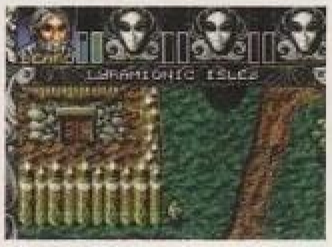
AP56 91% JN
Amazingly amazing *Doom* – but on the Amiga contender that crushes *Fears* technically (bits spatter out of the monsters when hit, weapons recoil, chain reaction explosions tear up corridors, walkways span caverns, you get to go outside) and takes *Gloom's* side in being terrifically hard and fun to play. More sophisticated than *Gloom*, but oddly (though not at all disappointingly) more blasting-orientated. Run around and shoot things; run up stairs and shoot things; run across bridges and shoot things; run through water-filled passages and shoot things. Still no option to look up and down (you'll get confused in more than one helter-skelter shootout) and twittery even on a 'fast RAM' machine (brownie points though for not shirking the vastly complicated many-monster ambushes just because of slowdown) but stuffed with 'vavoom!' and absolutely entertaining. Terrible deathmatch game, however, and our copy wouldn't work from hard drive.
★★★★★

ALL-NEW WORLD OF LEMMINGS
Psygnosis £30



AP46 50% JN
Peculiar re-embrasure of the sadistically fussy original *Lems* rather than the make-amends sequel. Larger graphics, less icons and only three lem tribes because Psygnosis say you told them *Lems 2* was too complicated; pixel-perfect lem positioning, exactly overlapping lem hordes and dictatorially precise cursor control because that's what *Lems* is all about, right? The 'all-new' parts are ability-replacing collectable objects (a terrific idea) and rampaging monsters (a terrible one). *Lems 2* is frankly much more fun. ★★

AMBERMOON
Thalion £36



AP51 30% RP
A crap RPG divided into crap *Dungeon Master* and crap *Zelda* bits. ★

ANTS
Kellion £15

AP49 23% CW
YOU ARE THE ANTMASTER, and you must command your ants to CONQUER THE WORLD. An impressive idea – sort of *Sim Ant*, but good – but the execution's terrible. The screen fills with dots. You point at some of them and command them to attack a stationary blob representing a spider, or something. The ants attack, dying in the attempt. You command the remaining ants to feed, so they breed. You then attack again, until the spider is dead. That's it. Provided you keep one (yes; one) ant back each time, and allow for the random wandering of the ants, and can cope with the squeaky speech, and have the patience of Job, counting to ten, preferably in Greek, you've go it licked. An impressive idea indeed, but body death is a far more attractive alternative to playing the game it has spawned. ★

ATR
Team 17 £25
AP48 38% JN

Overdrive 2 via *Tower Assault*, more like. This stylish overhead racer, having taken the trouble to get the car movements right, bafflingly throws it all away by having courses that don't have the common courtesy to mark out the track. Yes folks, with *ATR* you can thrill to the experience of driving blind, coming off at unadvertised corners and getting trapped in belligerent roadside scenery. The overwhelming prevalence of sharp corners makes a nonsense of the 'battle' mode as player two gets scrolled off the screen without chance of recovery, and the identical 'league' game just makes six people unhappy instead of two. The usual power-up/choice of car/shop sequences don't help. Buy the friendlier and grandly more fun *Micro Machines*. ★★

BASE JUMPERS
Grandslam £26
AP47 70% JD

Aaron Fothergill's follow-up to *Jetstrike*, with a similar patina of care and attention to detail, but a noticeable lack of 'there'ness. It's a two-stage game for up to four players. First you scramble aloft a vertical platformy building in *Rick Dangerous* fashion, collecting letters to spell secret words and so get to bonus games like *Joust* and *Invisible Space Invaders*, and then you leap off the roof and scrap with the others in freefall, jostling them against flagpoles and leaving opening your parachute to the last possible moment to earn those cash awards. Bursting with secret bits (our favourite is the straitjacketed plunge to death) and causing hearty guffaws during play, *Base Jumpers* regrettably falls to the mighty blows of over-too-quickliness in the multi-player mode and no-thanksment of the one-player game. Shame. ★★★

BEHIND THE IRON GATE
Black Legend £25

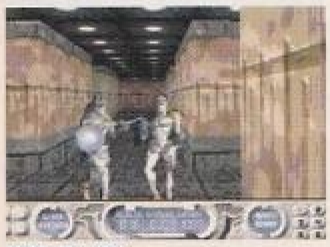
AP52 55% CW
Slickly programmed 3D shooty game that falls down on keeping the player happy by instead infuriating him at every turn. Each level opens with a hair-raising chase between you and the monsters as you scurry around trying to find (particularly groovy) weapons, develops into an exciting shootout as you pick off your opponents, and then collapses into wandering around an effortlessly confusing maze trying keys in doors and hoping you won't end up a key short because you got the order wrong. A strong finish as you set off a bomb and then sprint for the exit, but (again) those confusingly blank walls mess it up. Look out also for the awful passwords that lose all your weapons. It does, however, work (equally speedily) on the A500. A valiant attempt. ★★★

BLOODNET A1200
Gametek £35

AP47 90% JN
Initially repulsive but (once you've mastered the preposterously over-complicated controls) tremendously

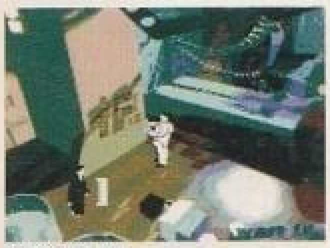
rewarding point-and-click adventure without orcs in it. Gleefully amoral (you're a vampiric 'cyberpunk' who has to kill to survive while hunting for a cure) and engrossingly scripted, it's the best such game since *Monkey Island.* And you get to shoot people without any tiresome moral questions being asked. It demands installation to a hard drive though.
★★★★★

BREATHLESS
Power Computing £30



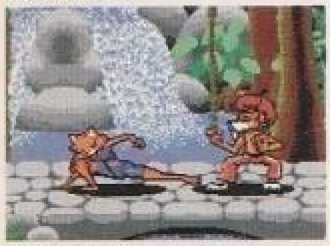
AP58 56% SC
It's *Doom* – but on the Amiga. For the fourth time. It's terribly close in look and feel to *Doom*, except that it's not nearly so much fun to play. From the lava pits to the frustrating password system, rather too much about *Breathless* has been badly thought out. If you want to wander up and down grey corridors and occasionally fight impossible fights with naughty people then this is the version of *Doom* – but on the Amiga for you. Otherwise you'll be happier with *Gloom*.
★★

BLOODNET A500+
Gametek £30



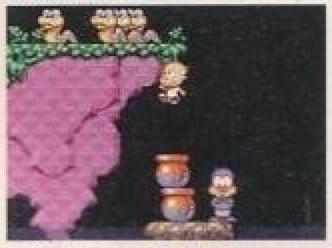
AP50 89% JN
Exactly the same, except! you don't get any music (a Good Thing), and you don't get the option to review past conversations (a very Bad Thing indeed). At least it's £5 cheaper.
★★★★

BRUTAL
Gametek £20



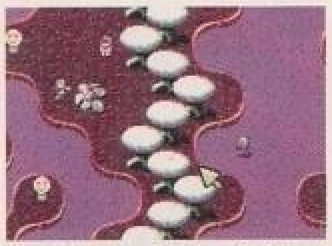
AP53 27% SC
Beat-'em-up with animals that blows its single good idea (you start without special moves, but earn one every few bouts) by giving you an unfailingly unbeatable one on level four. (Get in a punch and then hide in a corner to defeat opponents one to three.)
★

BUBBLE AND SQUEAK A500
Audiogenic £26

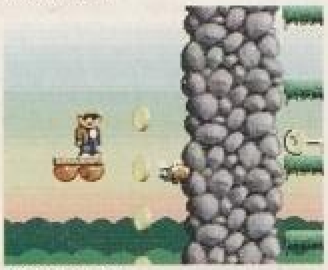


AP45 83% JN
Properly taking note of the criticisms of the A1200 version, Audiogenic have substantially increased the fun factor by beefing up Stupid Blue Thing's intelligence levels to a point where he no longer falls from a ledge if, for instance, he feels like it. Uses the CD32 joypad as well. But the watery time limit's still too nasty.
★★★★★

CANNON FODDER 2
Virgin £30
AP44 89% CW
Disappointingly, a data disk rather than a sequel, and one that inexplicably takes our muddy, terrified heroes out of the grimly realistic warzones where they belong and shoehorns them into an implausible time-travelling plot. The quality of the levels isn't affected – the design is consistently better than the original's, and it's far more of a tricky trickster – but fighting blobby aliens on blazingly purple planets 'feels' wrong for the game. Rather more importantly, *Cannon Fodder 2* is outrageously expensive considering there's nothing new in there at all. It's still brilliant, but pointedly less so.
★★★★★

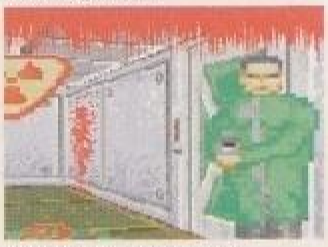


CHARLIE J COOL
Rasputin £20



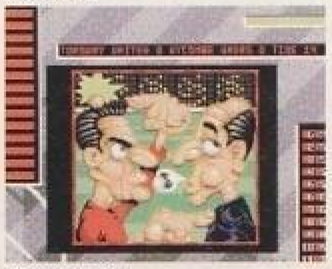
AP43 45% PM
A below-average platform game. ★

CITADEL
Black Legend £30



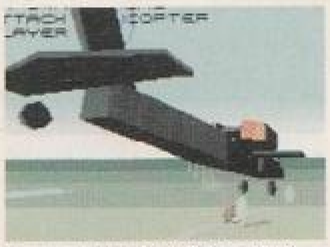
AP56 67% PM (69% A1200)
We're getting incredibly fed up with games that blow it with such an obvious fault that it staggers the mind to think how they missed it. *Citadel*'s is that guns and ammo are severely limited so that what should be *Doom* – but on the A500 turns into a dismaying game of running away and avoiding things. Just think. You're not bound to a single path through the levels, you can set fire to people, there are locked doors and teleports and that, you can elect either to escape a level or search for bonus objects and it runs comfortably on an A500 (no, really. Really) and – erk – you spend your time running away and avoiding things. Dickersome things like having to hit monsters centrally and LOSING ENERGY WHEN YOU BUMP INTO WALLS slip away in relation. Faster and bigger on an A1200; hence the extra 2%.
★★★

CLUB AND COUNTRY
Boms £30

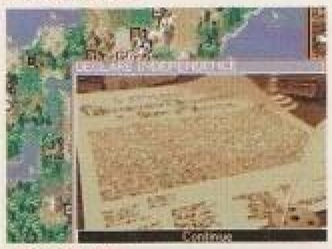


AP53 33% PM
Fearsomely well-presented, but – oh no! – clotted and boring footy manner.
★

COALA
Empire £25
AP56 78% CW
Thanks to *Coala's* Virtual Cockpit™ you can zoom up to things then look out of the window to blast them sideways, and thanks to the open-endedness of it all you can whizz around any old where and even choose your side (by popping at someone from the other, natch). But there's no structure at all to the game so you rapidly end up flying around cluelessly, and it's a bit silly to have battles where by merely turning up you decide the outcome. It has excellent scraps, but you have to work hard to get into one. There should've been more to do than flittering about (blowing bridges, for example, or toasting convoys) and without any sense of direction or achievement, you within a few hours give it up. Pity.
★★★

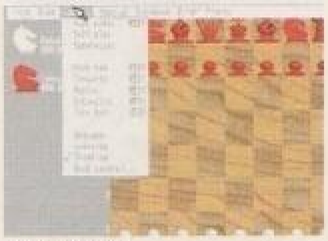


COLONIZATION
Microprose £35



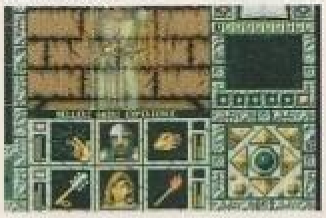
AP52 93% SF
Hugely engrossing sim by TV's famous Sid Meier, covering the colonisation of the USA from whomever's point of view you damn well please. (We tend not, for example, to slaughter the natives.) Turn-based and predominantly action-free, you'll nevertheless find your children becoming successful senior accountants before you think to turn from the screen and tell them it's time for bed. Protect and survive! Produce and sell surplus! Attack the French! Declare the Dutch heretics and start a religious war! All can be done here and all but a small part of what is, essentially, America – but on the Amiga. And it runs on an A500.
★★★★★

COMPLETE CHESS SYSTEM
Oxford Softworks £35



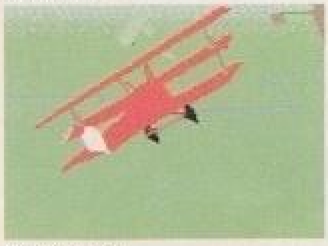
AP45 81% SF
Chess. ★★★★

CRYSTAL DRAGON
Black Legend £30



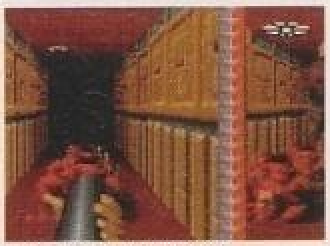
AP44 38% PM
Pick an RPG, any RPG – it's more than likely to be better than this redundant *Dungeon Master* clone.
★★

DAWN PATROL
Empire £35



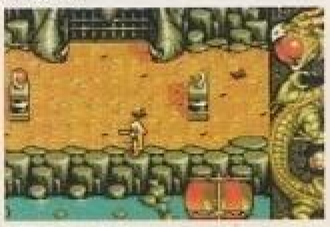
AP47 80% JD
WW1 *Overlord* follow-up with typical Rowan friendliness (multiple views, 'combat lock', wads of background material) and some grand ideas (such as catching planes by surprise by zooming out of the sun, and lesser enemies running for it) but which doesn't quite come off. You don't feel that you're in a rickety biplane beyond your wings occasionally falling off and (hngh) your guns jamming, and the lack of scenery and ground action lets it down lots. Deep, detailed and dependable, *Dawn Patrol* nonetheless pales beside the magnificence of *Knights of the Sky.* ★★★★

DEATHMASK
Alternative £26 (£30 CD32)



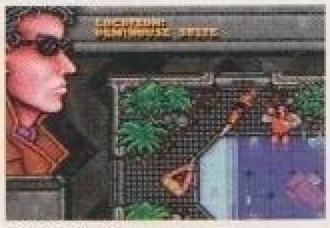
AP47 62% SF (69% CD32)
Every review we've seen of this damns it for not being *Doom*. Except ours, of course, because we're not, for example, cretins. It's a simple fast-but-jerking-from-square-to-square 3D maze game with guns, and enjoyable on this level, but the overwhelmingly un-clever design of the 32 piddlingly easy mazes means you'll complete the whole thing in less than a day. Much better in competitive two-player mode, with lots of running around and away, but once you realise you may as well slug it out toe-to-toe as play properly what with the regenerating ammunition and impossible-not-to-peek-over split-screen, you've broken its spell. Not as big, clever or exciting enough as it should have been. Impeccably speedy on both A500 and A1200; the CD32 version scores higher because of the better controls.
★★★

DRAGONSTONE
Core £30



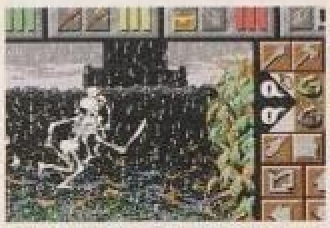
AP46 49% CW
SNES *Zelda*, but on the Amiga, and rubbish. Here be regenerating monsters that always hit you due to the intermittently effective combat system, obvious mazes and stupid collision detection that mean, say, a mushroom clearly not in your path at all (and yet somehow so) forces you to go all the way around the map to reach the other side, puzzles of the dead end/old herbalist/present collected herb/receive travel spell school, secret areas essential to the game and an uninvolving swords-and-strawberry plot. Take it, or take it not; we care for neither.
★★

DREAM WEB
Empire £35

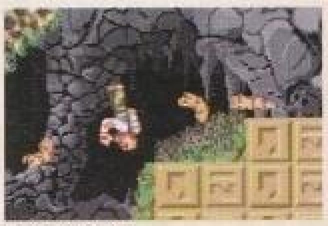


AP46 24% JN
Disastrous 'adult' futuristic point-and-clicker in which every screen is cluttered with tiny objects, all of which belabour you with a lengthy text description before you're allowed to see whether they're of any use. Very *The Clue*-like in that it's really a verb-noun text adventure in disguise, but greatly more stupidly obscure in its puzzle solutions. Typical of the hamfisted design is the gun you're illogically allowed to use only at certain points; typical of the storytelling is every hardened street-scum sub-human speaking like a slightly apologetic junior shop assistant. Really, the mystery of your character's madness is the only driving interest and you find that out on level two. ★

DUNGEON MASTER 2 A1200
Interplay £40
AP56 50% CM
Spook. Eek. And, indeed, yikes. Seven years after *Dungeon Master*, they've done it again. Exactly the same. Except you need a hard drive, the game reacts slowly to your commands, buffers them so you go out of sync and has sets of numbers instead of (for example) characters. The few good ideas (automapping, neat shop sequences, above-average puzzles) are wasted. ★★

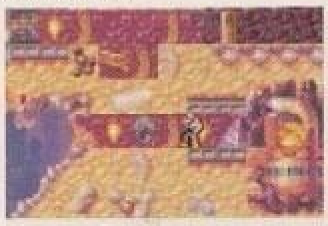


EXILE A1200
Audiogenic £30



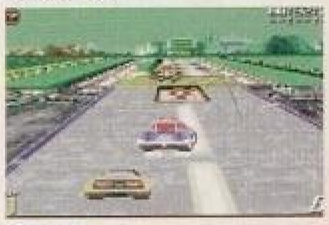
AP49 89% CW
Prettied-up (and CD32 joypad-supporting) version of legendary key-swathed 'arcade adventure' that's probably the only game ever worthy of the nasty label. Sort of non-3D *Doom*, sort of single-player *Gravity Force 2*, it's all about flying around with real physics and shooting things and solving (occasionally unfathomable) puzzles. Quite fabulous. If you can cope with the keyboard madness controls, go for the otherwise identical original, now out at £15.
★★★★★

EXTRACTORS CD32
Millennium £30



AP50 62% CW
Sequel to *Diggers* that hasn't learnt from the original's mistakes.
A *Lost Vikings* sort of game in that you're trying to co-ordinate a bunch of characters so everyone contributes to the larger task at hand, it's plagued with only marginally less miserable controls than before (this time you can make your minions jump over things, and stop without your having to plough through endless sub-menus) and a preposterous 'free will' feature (so you can spend ages getting one of your blokes in position, only to see him get bored and teleport back to base). Beyond that, we hated the game itself (it's remarkably bereft of fun, and seems more a grimly drawn-out exercise in mechanical repetition) but concede that its size, complexity and general 'togetherness' might appeal.
★★★

EXTREME RACING
Guildhall £30



AP58 59%
(Expanded A1200 69%) DG
A technically very impressive attempt at a sort of *Mario Kart* – but on the Amiga that needs at least an accelerated A1200 to run at any kind of entertaining speed. On an unexpanded A1200 it's very slow, even when you tweak the display options to maximise performance. The controls are 'ropy', too. ★★★

F1 WORLD CHAMPIONSHIP EDITION
Domark £30
AP51 67% PM
It's *F1* again, but more expensive and with a quit option that

➤

instantly ends the entire game instead of, say, that particular race. Still, this is the fastest racer around (exhilaratingly so), with crashes that stop you or slow you down (rather than crippling your car) and the same stupendously exciting two-player mode that Cam and Steve McGill played non-stop for an entire day when the original game came in. Domark have also improved the graphics slightly, and have promised to include a save game option after we pointed out you had to stick at it for hours to play properly. But you'd still be better off buying the original. ★★★

FEARS A1200
Guildhall £30

AP54 40% JN
The second *Doom* – but on the Amiga contender to make it, but not a good one. Technically astounding – the default full-screen display is damned fast on a standard A1200 (with lifts and stairwells, yet), and the use of near-subliminal sound is masterly – the game is let down horribly by its cock-eyed design. Monsters that can 'see' you without your having the slightest idea where they are, no up and down views (it's possible to get completely lost on stairs) and INESCAPABLE LAVA PITS combine to destroy any sense of fun get from playing it. Exceedingly foolish, Mr Bond. ★★

FIELDS OF GLORY
Microprose £30 (£35 AGA)

AP44 61% CW
Waterloo wargame swathed in options and featuring an ingenious three-scale map system tempting you to follow single units instead of examining the Big Picture and so fall foul of the Fog Of War. But it blows it all horribly, because – insanely – the game doesn't take terrain into account. So you just run everybody straight at each other and see who crawls out alive. ★★

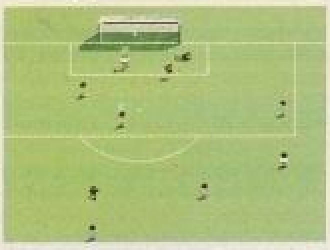
FLIGHT OF THE AMAZON QUEEN
Renegade £30

AP51 84% JN
1940s comic book point-and-click adventure from fans of the Lucas Arts games, so it's funny, charming, looks beautiful and plays like a raspberry ripple. Even the music's good. You'll be quoting the set-pieces at each other later over tea, but simultaneously cussing at the ease with which you completed the game and the way the last quarter crashes out of ideas and fun. Still, it's brilliantly entertaining while it lasts. ★★★★

FLINK CD32
Psygnosis £20
AP47 79% JD
Almost-but-not-quite platform game

with much to commend it – varied levels and trinkets looted shamelessly from the best of the rest of the best – but horrid ersatz-inertia controls and hopeless use of forced scrolling which traps and kills you WHEN IT'S NOT YOUR FAULT. Still, the mix-it-up spell bits and got-it-together 'feel' of the thing makes it great fun to play up to the point where your character falls through the edge of a perfectly legitimate platform AGAIN and you punch a hole in the fridge.
★★★★

FOOTBALL GLORY
Black Legend £26



AP45 66% (68% A1200) PM
The coincidental *Sensi* lookalike that, while playing a largely acceptable game o' football (aside from the idiot ploy of having the computer opponents 'slip up' by rocketing the ball into their own net or something, rather than playing poorly) pales in comparison with *SWOS*. There are mechanical troubles as well: the jolly collection of special moves are wasted because the computer teams don't give you time to set them up before legging it with the ball; the aftertouch is madly sensitive; and the passing is problematically inaccurate. Interesting, but flawed. The AGA version's slightly faster, with better sound.
★★★

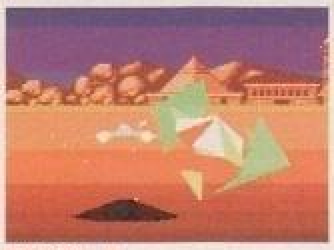
GLOOM A1200
Guildhall £30

AP52 90% JN
Few games are scary, unless they are film licences. *Gloom* is a genuinely spooky game with an atmosphere you could cut with a knife, were demons not busily sucking you in from across the room and biting off your head, and were there a knife in it. Dazzlingly revolting, with monsters that explode up the walls when you shoot them (there's an option to retain the pieces to mark your path), it's unwaveringly thrilling for NOWHERE IS SAFE. And that's before you get to the levels that have ghosts passing through walls. And, hey, there are always the secret bits to ferret out. Disappointingly your weapons are restricted to differently coloured balls of light (confusingly, so are the monsters'), and the 'deathmatch' game isn't up to much (you inevitably slug it out toe-to-toe) but as a one- or (co-operative) two-player shooter, it's near-unbeatable. *AB3D* and *Fears* are going to have to move some to surpass this.
★★★★★

GUARDIAN CD32
Acid Software £30

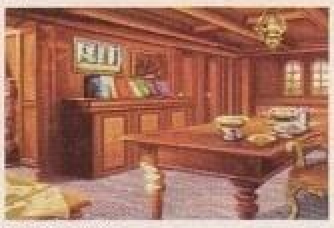
AP43 90% JD
Defender. In first-person 3D. On the CD32. Buy it. You know we're right.
★★★★★

GUARDIAN A1200
Acid Software £30



AP47 90% JN
While *Guardian A1200* may lack the thrilling 1970s cop show music and condemns non-CD32-joypad owners to clumsy mouse/keys controls (or a keyboard-only option) it nonetheless IS *Guardian CD32* but on the A1200.
★★★★★

HIGH SEAS TRADER
Impressions £35



AP51 22% SF
You remember *Pirates Gold*, right? Where you were a pirate, shuttling from port to port, capturing ships, waging war, courting governors' daughters, yo-ho-ho-ing and a-bottle-of-rumming with the best of them? It's the same sort of idea with *High Seas Trader*, except you're a merchant. Exactly as exciting as it sounds. ★

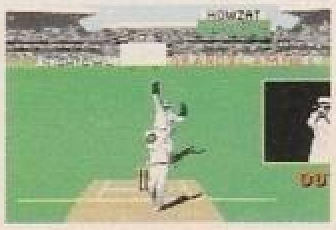
HILLSEA LIDO
Vulcan £13

AP57 54% (Hilsea residents 60%) TN
Sub-*Theme Park* end-of-pier sim with fish and chip shops instead of burger bars, dinghy hire instead of of teacup rides, and spectacularly odd theatre shows instead of rides exploding entertainingly. Competent, but not as good as *Theme Park*, so contravening Law 10 of Kangaroo Court. Tsk.
★★★

HOLLYWOOD HUSTLER
Desert Star £25

AP54 35% PM
Neat idea for a poker game – play against three digitised 'real' players who speak – but – erk – it falls apart after a remarkably short time. The other players don't have, for example, 'tells' (facial tics, say, or nervous blinks that hint they're bluffing), you can't try to cheat, nobody loses their temper (nobody does anything, in fact, apart from move their hands to deal and glance around) and your opponents take defeat philosophically ("Huh!" is about as animated as they get). And strangely, the best hand we got all the time we were playing was a three-of-a-kind. There are better PD poker games than this. *Hollywood Hustler's* available from Desert Star at 120 Burden Road, Beverley, N Humberside HU19 9LH. ★

ITS CRICKET
Grandslam £27



AP47 65% PM
Sloppy bowling and ghastly fielding sections let down the well thought-out batting part of this contender to *Graham Gooch's World Class Cricket* sensible flat cap. Graham wins on lovableness.
★★★

JUNGLE STRIKE A1200
Ocean £28

AP45 77% JN
Console action games are great. You switch them on, play them for a bit and then switch them off when you get bored. *Jungle Strike* is a conversion of the Mega Drive console action game, and they would have got away with it if it hadn't been for that meddling lack of depth. The 40 or so levels can't disguise their similarity beneath excited mission briefings; you're either flying off to shoot something, or to rescue someone. A couple of extra vehicles to commandeer here and there do break up the pattern (although you're just doing the same stuff but at a different height) but the tiring faults (like having to search minutely for your own fuel on later levels – a-ha ha ha) drag it down. A great console action game, and as such best taken in short doses.
★★★★

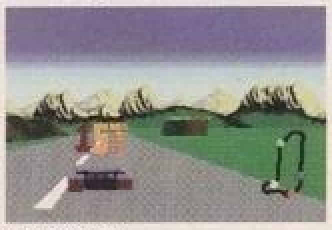
KICK OFF 3 EUROPEAN CHALLENGE
Anco £30

AP46 57% PM
A couple of cosmetic changes, proper sound, more teams and tidied-up controls. The competition – *Wemblers* and *SWOS* – make it look even worse second time around.
★★

KINGPIN
Team 17 £13

AP48 47% PM
Cheap, pleasantly-presented but predictably tedious ten-pin bowling game whose only assets are a league game and the ability to create players and so mock up a career for yourself. Like all those terrible PD darts sims, *Kingpin* is pointless – all the clever samples and glitzy effects aside, it's a devastatingly boring piece of fluff. And the computer opponents always appear to do the same thing. This doesn't deserve a spare, let alone a strike.
★★

LEADING LAP A1200
Black Legend £26

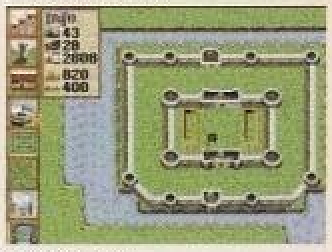


AP57 57% TN
Well-intentioned first-person racing game with dozens of tracks and five special-car characters, but it's JUST ANOTHER DRIVING GAME. Essentially it lacks 'ooomph' (or, indeed, 'vavoom!'); specifically, why not play *F1GP* (for realism) or *F1* (for 'whizz')? There'll be an A500 version along shortly, we are informed.
★★★

LION KING
Virgin £30

AP46 59% JD
Virgin's follow-up to *Aladdin*. The platform levels are dull and empty, two of the break-it-up sections are missing and the lion is a blighter to control. The original wasn't much to work with but that doesn't excuse this disgracefully loose and unfinished conversion.
★★

LORDS OF THE REALM A1200
Impressions £35

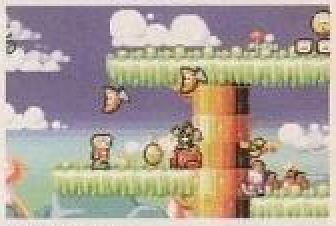


AP44 82% RP
Extremely professional peasant/castle wargame where you have to keep everybody happy then kill hundreds of people in a neighbouring county 'cos they looked at you funny. High feeling of involvement and gratifyingly complex, but it's not going to win any converts to the cause.
★★★★

MAN UTD – THE DOUBLE
Krisalis £30

AP49 58% PM
Man Utd Premier League Champions with a *FIFA*-ish 3D perspective and a *Premier Manager 3*-like editor. Fiddle with the teams, admire the new player transfer section, become angry with the actual football-playing bit. You can turn this off, but if you're going to do that, why not play a dedicated footy or footy manny game? Or *SWOS*, of course.
★★

MARVIN'S MARVELLOUS ADVENTURE A1200
21st Century £30



AP45 26% RP
No unexpected monsters, no end-of-level bosses, no unspottable traps, no leaps of faith, no control troubles, no disk drive problems, no illogical passwords, no reason to play again after you complete it in four hours and thirty-two minutes on your first go. A wracking shame.
★

MORTAL KOMBAT 2
Virgin £30

AP46 63% JN
Glitzy, vacuous conversion that relies

on artificially complicated joystick moves. Fast-moving and exciting to watch, but deathly dull to play. Fights are over so quickly, and you're as likely to win bashing the fire button as juddering through the unnatural 'special move' sequences, that you're blasé about losing. Whither affinity with a particular character? Wherefore just-another-go grudge matches? Not here, friend. It's got the best 'feel' of any Amiga bashum game and there's fun to be had from its maximum hurtage, but the illogical controls mean it's less a case of discovering secrets than waiting for us to tell you the moves. And you can fox your one-player mode opponents with a single attack. Constrained by the get-it-over-with-quick coin-op, *MK2* is ultimately just a novelty alternative to the mighty *Shadow Fighter.* Intrusive disk swapping and sparser sound are the limit on the A500, but the A1200 version is entirely accurate to the arcade machine.
★★★

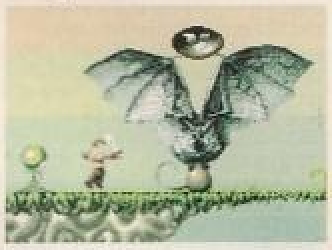
MR BLOBBY
Millennium £20

AP45 37% JN
Super Troll Island on the SNES, but on the Amiga and with Mr Blobby. Sloppy design and stupid faults (like leaping through the ceiling to land on the platform above when you merely wanted to hop over a monster) don't help; neither does the ease with which you can coast through the game. Bizarrely though, it is tolerably playable for a couple of hours. It's bad. Not as bad as you'd think, but still bad.
★

OBSESSION
Merlin £30

AP50 78% JN
Charming but disappointingly simple old-style pinball game which scores in thousands and has none of the exciting slickness of *Pinball Fantasies.* For your £30 you get two excellent tables, one solidly commendable one, and one that's so poor it's more poor than v poor, with the best of the great tables having an ingenious 'curvy bowling' feature to complement its baseball theme. Inadequate ball physics and heavily combo-based scoring (where you have to knock down targets, but then shoot ramps within a strict time limit to keep the points) let it down. There'll be a special A1200 version with multiball in a few months, we are told.
★★★★

ODYSSEY
Audiogenic £30

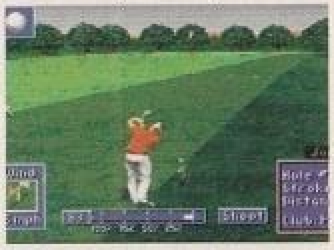


AP54 79% CW
Exile-inspired (hurrah!) arcade adventure with you, as some bloke with a sword, springing around, throwing switches, ducking arrows, battling gnomes and turning into different animals and insects. Obviously painstakingly designed (arranging it so you need a specific power to pass something must have been a headache) and replete with clever bits, it annoys with leaps of faith, jumps you can't quite make, monsters which follow you from their crafty initial positions to get hugely annoyingly stuck on vital ledges and – hnngh – lives. Generally lovely, but if only, eh?
★★★★

OVERLORD
Virgin £30

AP43 88% JD
Multitudinously viewpointed flight sim of WW2 Vichy-trouncing antics with a splendid regard for the player. You can speed up time in long flights, skip take-off and landing, and tell the computer to follow the target plane visually during an attack so you don't lose him when he moves past your line-of-sight. Controls are a bit clunky (far too many keys to remember) but that's unavoidable, and anyway it's got great explosions and trails of smoke. Great fun. And it's faster on an A1200.
★★★★

PGA EUROPEAN TOUR GOLF
Ocean £26 (£28 AGA)



AP43 84% JN
Golf. But, astonishingly, good. 'Real' players, 'real' courses, that tried and tested press-for-power-press-for-direction control method, and some lovely sound effects. (But shockingly awful music, natch.) It's really very good fun, even for non-golfers. They're going to find it a tad samey, though.
★★★★

PINBALL ILLUSIONS A1200
21st Century £30

AP43 89% JD
It's a disappointment, this. The presentation's been beefed up (including more detailed 'LED board' animations) and there's a multiball option (complete with a hi-res mode to show near all the table at once) but it really is just more of the same. Less of more of the same, as well: there were going to be four tables, but they chucked one away for not being good enough. So your £30 nets you exactly three tables. All good stuff, natch, but no vast improvement over *Pinball Fantasies.*
★★★★

PINBALL ILLUSIONS CD32
21st Century £30

AP50 90% PM
Staggeringly more attractive than the vanilla A1200 version, with some tremendous Swedish samples and accomplished use of the joypad. (Although the mistake of having one button launch a ball while another instantly quits the game is beyond belief.) Neat 'on-line' manual, as well. Pity you can't turn off the music, because we've discovered Extreme Sports is the most entertaining table of the three.
★★★★★

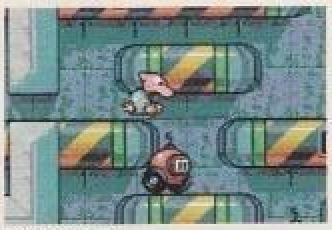
PINBALL MANIA A1200
21st Century £30

AP55 11% JN
Exquisitely poor pinball game purporting to be the sequel to *Pinball Illusions*, but by someone completely different. Badly programmed (the ball physics are particularly amateurish), badly designed (only one of the four tables is at all fun, but none are exciting) and 108 times less snazzy than the A500-compatible *Obsession*, it's a joke at £30 and an embarrassment as the lead game in the new A1200 bundle.
★

PINBALL PRELUDE
Effigy Software £20

AP58 81% SF
Other pinball simulators attempt merely to simulate pinball, but *Pinball Prelude* makes use of the fact that the game is being played on a computer to include bonus levels and extras that could never be included on a real table. It's funny no one ever thought of that before. What's that? They did? Damn. Still, it's a fine game and no mistake.
★★★★★

PINKIE
Millennium £26



AP48 20% JN
Promising platformer with likeable gimmick of multi-purpose car, but whose sprawling, featureless levels, smothering tedium and complete set of Kangaroo Court crimes slaughters it with a rusty hatchet.
★

PLAYER MANAGER 2
US Gold £30

AP53 35% PM
Fearsomely in-depth but – oh no! – clotted and boring footy manner. ★

POWERDRIVE
US Gold £30

AP45 61% JD
Empty tracks, trying to reproduce realistic car handling with a joystick, computer drivers that never crash and the financial burden of having to succeed just to repair the car you've smashed up speeding realistically around an empty track in order to succeed, are but some of the problems found in this rally sim. A challenge tangibly vanquishable after a few hours of practice is but one of its attractions. Actually, that's it. And you'll get fed up before you master the game, anyway.
★★★

PREMIER MANAGER 3
Gremlin £26

AP44 83% SF
Zenith of stats-based footy manny games (probably) but one that suffers ironically from the depth of its cleverness. A sort of remix of the previous games in the series with all the clumsy bits ironed out, *PM3*'s sole gimmick is its *SWOS*-like adjustable player positions. But unlike *SWOS* you have to spend ages rejigging your team after every loss, because you're not given enough information about the opposition. It's exceptionally difficult and demands unbroken concentration, but rewards with thunkingly solid fun. Unlike playing for New Inn United.
★★★★

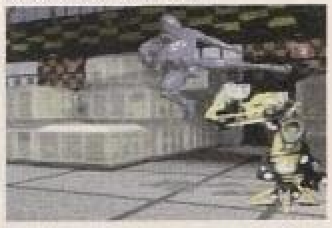
REUNION (AGA)
Grandslam £35

AP43 81% CW
Current thinking in junk mail circles eschews the blanket approach, concentrating instead on finding out from various databases who you are, what you're like and what you like, and then 'targeting' their rubbish at you directly. *Reunion*'s a bit like that (except it's not rubbish) – it's a *Dune*-ish buildy things strategy game with no exciting bits at all and billions of stats which requires 50 hours to complete (if you know what you're doing), an A1200 and a hard drive. So get it, Bill Rebus of Toxteth – you'll love it.
★★★★

REUNION A500
Grandslam £35

AP45 81% PM
A mere three months after we reported it couldn't be done, it's been done. Those rascally software publishers, eh? Graphically simpler than, but otherwise exactly like, the A1200 version. And you don't need a hard disk to run it, although a couple of external drives are recommended.
★★★★

RISE OF THE ROBOTS
Time Warner £40
(£43 A1200, £35 CD32)



AP45 5% JD
Words cannot fully convey the extent to which *Rise of the Robots* is the poorest full-price release ever in the history of all things. Player One can complete at any moment by holding down diagonally up and right and the fire button captures its essential risibility. The nearest the software industry has yet come to robbing an elderly deaf woman in a wheelchair whose son has just died in a car accident returning from the funeral of his father and sister killed when their ancestral home burned to the ground and then severely beating her. With the diseased family pet. ★

ROADKILL CD32
Acid/Vision £30

AP45 84% JD
Rocky Roll Racing on the SNES, but on the Amiga and viewed from overhead. It's an ultraviolent *Super Sprint,* using the old futuristic game show ploy to create a fantastically exciting smoking wreckage experience. "Get the jackpot," booms the announcer as you fire missiles at hapless opponents. "Get the super-jackpot," he roars as more cars spin away to their doom. The piddly damage indicators and surprisingly low number of courses (12, explicit numeric fans) annoy; the lack of a two-player game hurts. Let's hope the forthcoming A1200 version corrects things with a serial link option, eh?
★★★★★

ROADKILL A1200
Guildhall £25

AP52 79% JN
That two-player mode, eh? We'd have welcomed it. O-ho. *Roadkill A1200* is, however, £5 cheaper than the CD32 version, so that's all right then. Still doesn't save the high scores though.
★★★★

ROBINSON'S REQUIEM
Daze £35

AP43 39% RP
Slow, slow, slow, dull, dull, dull RPG that has you walking around (so very much) in an effort to escape from a prison planet. Frankly, it's only passable with the cheat mode active,because then you can cut out the endless perambulation. The gimmick's that you have to keep in trim in the face of disease, but it's hardly worth the wait. ★

RUFFIAN
Grandslam £20

AP50 10% JN
A platform game of barely credible terribleness with no redeeming features. ★

SENSIBLE GOLF
Virgin £30

AP52 66% PM
Half-finished, delayed, rejigged, delayed and rewritten, Sensi's swansong has turned out to be a fairly entertaining game about golf. Which, from Sensible, is a let-down of innocent Derek Bentley proportions. It's exasperatingly simple (no hazardous wind or stance adjustments, for example), stunningly tedious in one-player mode and naught but

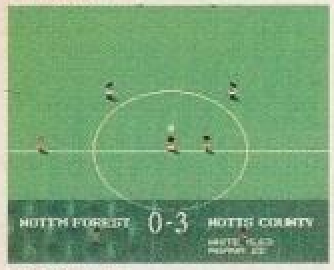
➤

okay with up to three other people. And you can't even call it *SWOG*.
★★★

SENSIBLE WORLD OF SOCCER
Renegade £30

AP44 95% JD
Sensible Soccer, but with management, but for *Sensible Soccer* fans. It's not *Sensi* meets *On The Ball World Cup*, but you are empowered with phenomenal abilities. That to command the movements of a non-controlled player with extraordinary exactitude, for example. Or that of constructing a team from the pool of 26,000 'real' players. Essentially it's the same old *Sensi* that (of course) you know and love, but this time you're allowed to twiddle the behind-the-scenes knobs. Our highest mark ever in the history of all things.
★★★★★

SENSIBLE WORLD OF SOCCER 1996
Renegade £25

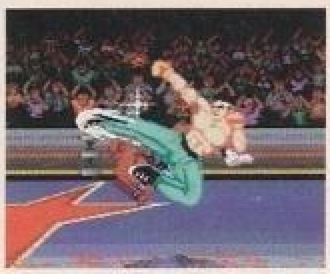


AP57 96% MA
SWOS – but debugged, and with a few extra things such as controllable headers, ability stars and updated stats. It's back, and this time it works, as it were. Our highest mark ever in the history of all things, plus one.
★★★★★

SHADOW FIGHTER
Gremlin £30

AP46 91% CW
A textbook example of how to do a game properly.Three Italian beat-'em-up fans looted the best bits from any number of tedious biffing games, applied sinister and special processes to them and came up with the best beat-'em-up ever in the history of all things. It's got heaps of character in the wildly diverse and carefully mismatched fighters, a beautifully simple 'special move' control method (you just swirl the D-pad in various directions and press fire) and options a-go-go. There's even a practice mode where you fight seemingly innocuous master of terror Pupazz the Puppet. Truly the *Gravity Force 2* of beat-'em-ups. The A1200-specific version's on the way, but even this A500 version looks lovely.
★★★★★

SHADOW FIGHTER AGA
Gremlin £30
AP50 92% PM
Cosmetically spruced-up but otherwise identical to the A500 original. The

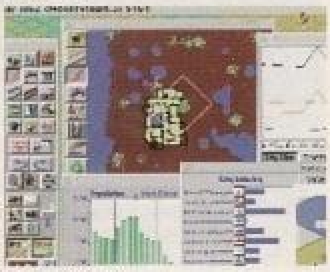


CD32 version dispenses with the horrible disk-swapping (hence the extra point) but adds a silly fault in that you press both shoulder buttons to quit the game, thereby penalising all those players who (quite rightly) get really excited and panicky when struck dizzy and bash at the joypad to make their character recover. Tish.
★★★★★

SHAQ FU
Ocean £26

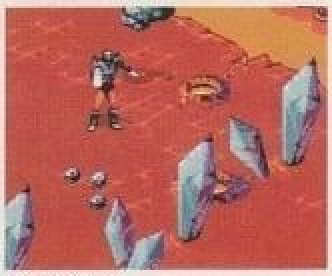
AP46 51% PM
Uninteresting, plastic beat-'em-up saved from the fires of perdition by the choice of fighting opponents in any order and the eight-player tournament.
★★

SIM CITY 2000 A1200
Maxis £40



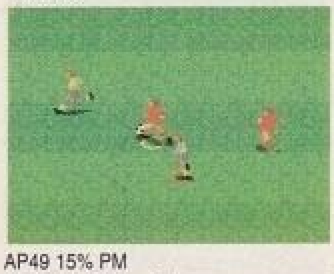
AP44 85% PM
An appalling drain on the pocket (to play, you need an A1200 with 3Mb RAM and a hard drive, and an interlace-compatible monitor, and even then it's horribly sluggish) but a terrific strat game. Recall everything from *Sim City*, and then multiply it by 2,000. A worthy companion piece to *Theme Park*, if you've the kit. ★★★★★

SKELETON KREW A1200
Core £35



AP47 59% PM
Sub-standard *Escape From the Planet of the Robot Monsters* clone that's all the more disappointing when you find out it was worked on for over a year. Half-hearted aliens, no power-ups, no variety between levels – it's all here. Or not. Even the score-bumping two-player mode's lacking in sparkle. It looks great, but who cares? ★★

SOCCER SUPERSTARS
Flair £30



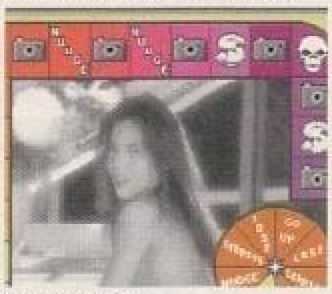
AP49 15% PM
Abysmal side-on footy game peppered with shocking bugs. You do get a free football with it, though. ★

SPEEDBALL 2 CD32
Renegade £15
AP51 93% PM
Yes, it's *Speedball 2* again. Except,

REVOLVER SCORED

instead of the stupid headband thing, opposing teams wear differently coloured suits. An amazingly better game than the original.
★★★★★

STRIP POT AGA
Guildhall £15 (A1200) £30 (CD32)



AP51 22% CW
We went to see Guildhall recently. They cheerfully admitted their enormous range of PC porn games were crap, but apparently they can't get them on the shelves fast enough. Here's one they've converted to the Amiga. It's a fruit machine sim that has several pictures of women taking their clothes off.
★

SUBWAR 2050 A1200
Microprose £35 (£30 CD32)

Forward View

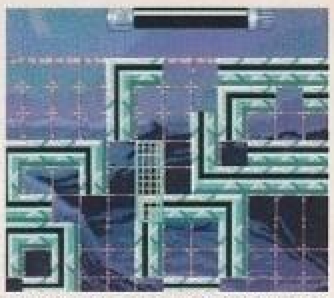
AP45 82% CW
Intriguing mixture of *Syndicate* plot and 'underwater flight sim' (although obviously the submarine handles differently from an aeroplane) set in a corporate-run world where it's an accepted business tactic to blow up your rivals with torpedoes. Liney graphics (though the PC version looks really nice – cheers (*"Michael Jackson" – Ed*)) but evocative atmosphere (so to speak) and fun, fun, fun. It's a mite slow, though. Bah.
★★★★

SUPER LEAGUE MANAGER AGA
Audiogenic £30

DIVISION 5 CHAMPIONS

AP48 89% SF
Outstanding footy manny game that dispenses with numbers in favour of telling you about a player IN ENGLISH. "He's been playing well, but is feeling unenthusiastic," it might say. Imprecise, yes, but infinitely preferable and more atmospheric. There are no tedious 'real' players either, so you're free to form your own opinions. Deeply clever as well. And *Wembley International Soccer*'s in there. Hard to get into at first, and continually having to set up training schedules is a chore, but still, eh? A tremendous companion piece to *On the Ball World Cup*. Best played with a mouse, CD32 owners.
★★★★

SUPER LOOPZ A1200
Audiogenic £15
AP49 29% JN
Baffling rejig of the terminally dull *Loop(hnghh)z* – a sort of *Pipemania* without the excitement of gloop flowing through the shapes you're making – that doesn't ever change except for

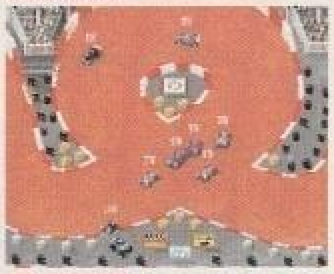


getting faster. Dull bonus games finish it off.
★

SUPER SKIDMARKS
Acid £25

AP48 86% (91% A1200)
Really quite beautiful racing game sequel which corrects the disk accessing clumsiness of the original and tidies up the Quadratic B-Splines™ so the cars judder and bump even more realistically. Eight types of car from dragsters to cows, optional caravan-towing, different speeds, 32 tracks, pointless horn-honking, the label 'last' if you're last, sinister black cars, *Pong* while you choose your options. *Super Skidmarks* rapidly loses its appeal in one-player mode, but that's not the point. The more people and equipment you have, the better it gets, with options to link Amigas, split the screens and play with eight people. And there's a phone modem option. It's a hoot. The A1200 version adds hi-res to the split-screen modes, faster disk accessing and the ability to connect two monitors and play a track in Cinemascope.
★★★★★

SUPER SKIDMARKS CD32
Guildhall £30

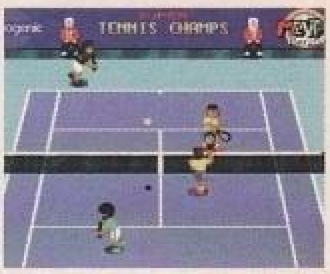


AP51 92% PM
Like the A1200 version, but for only two players. You do, however, get a demo of *Guardian*, a fantastic joypad-compatible *Defender* and the *Roadkill* movie (though, oddly enough, with a scene missing).
★★★★★

SUPER SF2 A1200
US Gold £35

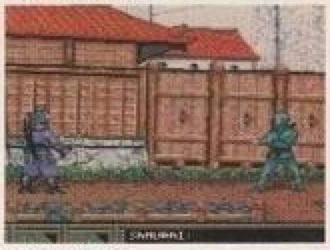
AP52 71% CW (81% hard drive)
Largely successful conversion of the coin-op, with (as far as we know) everything in it. But! the undeniably exciting, intense thumping is extremely diluted by the ludicrously intrusive disk swapping, nutty controls, feeble sound and teeny graphics. CD32 joypads helps enormously, with all the buttons used correctly, and a hard drive cuts out the loading problems. (If you possess both, award the game another twenty percent.) As it stands, you'll be disappointed. The lower score's for running it on a vanilla machine.
★★★/★★★★

SUPER TENNIS CHAMPS
Audiogenic £25
AP56 92% MA
Deliciously excellent sequel to the AP52 coverdisk *Tennis Champs*, with



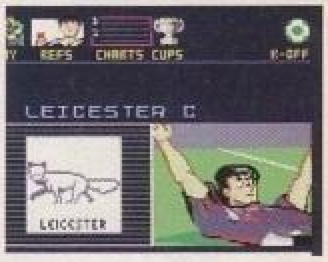
temper tantrums, play-affecting court types, 16 different characters, tourneys, net-clipping drop shots, replays and the FOUR-PLAYER MODE OF CHAMPIONS. No option to contest line-calls (annoying), no Vinnie Vega after we put him on the cover (exasperating), slightly fiddly shot selection (acceptable) and no women (tsk) but – and here we speak with all the authority the rapidly-diminishing hesiodic theogony that is AMIGA POWER can command – one of the most deep-down gosh-darned fun games we have seen during our mighty lives. The *Super Skidmarks* of tennis games.
★★★★★

SWORD OF HONOUR
Megatronix £20



AP49 58% PM
'Odd' *Exploding Fist Plus*-type beat-'em-up-cum-puzzle-game that looks great and is initially highly playable, but crash-dives like a soda-poisoned albatross when you realise every level is exactly the same. You can get the game from 21 Tiled House Lane, Brierley Hill, W Midlands DY5 4LG.
★★

TACTICAL MANAGER 2
Black Legend £26



AP50 25% PM
Fussy to work with and foolishly predictable footy manny game. To top it off, you don't even feel involved in the matches.
★

TEAM
Impact £30

CHELSEA 6
TOTTENHAM HOTSPUR 8

AP57 42% TN
Try-hard *Sensi* clone with customisable bits (a variably-evil ref springs neatly to mind) but which misses the point – players all run at the same speed whether they've the ball or not, for example, and it's incredibly difficult to control. Buy *Sensi*. Or *SWOS*, obviously.
★★

TFX A1200
Ocean £40

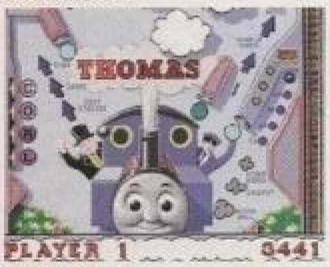
AP49 62% (85% A4000) JD
Modern-day flight sim with all manner

of 'stealth' and 'laser-guided' things. Impressively sophisticated and that, but it does mean dogfights consist of spotting a dot on your radar, pressing the space bar and waiting for your missile to hit. Surprisingly absorbing but ghastly on a standard A1200, with overwhelming amounts of disk swapping and once-per-second screen updates; best on a top-of-the-range A4000 (if still noticeably jerky); somewhere in between depending on the contents of your RAM expansion/extra disk drive cupboard.
★★★★

THEME PARK A500
Electronic Arts £35

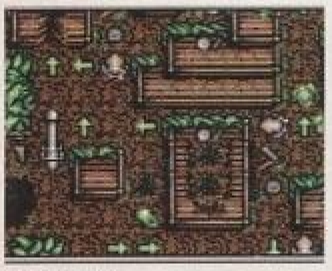
AP44 91% CW
Slightly slower, graphically streamlined and financially simplified, it's sort of *Theme Park Lite*. But otherwise exactly the same fantastically great funfair sim as its bigger brother. And that is decidedly a Good Thing.
★★★★★

THOMAS THE TANK ENGINE PINBALL
Alternative £17



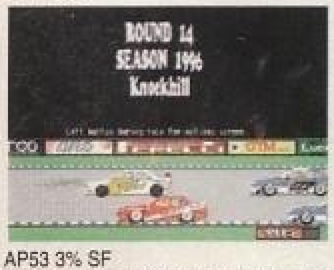
AP57 17% MA
Amazingly poor pinny licence from the people behind *Pinball Mania*. "For children," which makes it all the worse as there's no excitement and no evidence of imagination. Instead of, say, making trains move around or the Fat Controller steal your ball, or something, you get to turn on lights and then some more. Of them.
★

TIMEKEEPERS
Vulcan £13



AP52 82% JN
Startlingly brilliant puzzle game from the programmers of the *Valhalla* duo. It's an overhead *Lemmings*, but where lems 'make', tims 'do'. You lay out their path beforehand with directional arrows and action icons, grappling not with real-time shivery reflex panic-o-thons, but Vulcan's amazingly devious level designs. A terrible bit at the beginning of a screen where you have micro-seconds to stop everybody falling down holes is the big bad thing, but it's also leisurely rather than exciting, and you'll fall into the 'rhythm' of the puzzles fairly quickly. Wizard green-and-brown fun otherwise.
★★★★

TOURING CAR CHALLENGE
OTM £25



AP53 3% SF
F1 Challenge, a PD race management game, but with different graphics, and £25. They've even left in the pitstop option, although it's utterly without use. Monstrous. ★

TOWER ASSAULT
Team 17 £20

AP45 46% JN
Alien Breed was hard. *Alien Breed 2* was incredibly hard. But *Tower Assault* is self-indulgently grotesque. Slack collision detection, illogical dead ends, radioactive rooms that KILL YOU BECAUSE YOU'RE STANDING IN THEM and 30-second dashes to the door before the level explodes so ending the game you've just played for an hour while carefully building up your lives and ammo reserves collaborate to mow down the spirits of fun. Then the indestructible and incredibly powerful security lasers, non-allowance of player two joining in halfway through and bugs step up to finish off the heaving, crawling wounded. But hey – it's so atmospheric. The Casino Royale of Amiga games. ★★

TOWER OF SOULS A1200
Black Legend £30

AP50 34% SM
Absurdly fiddly RPG that, for example, demands you select one of four lockpicks if you haven't the key to a door, insert it in the lock and use the mouse to wiggle the lockpick in a way you think will spring the mechanism. You're also compelled to examine, use and open everything for fear of missing the passageway or object that will get you to the next section. The plot's orc-related tedium as well. ★

TURBO TRAX
Arcane £30

AP53 46% JN
The long overdue overhead racer turns out to be *Overdrive* again. Purely 90 and 180 degree turns make up the courses; purely random circuit choice and no maps make playing repulsively difficult. To complete the picture, you often appear to be racing alone, so spread out are the five computer drivers. Extraordinarily poorer than the competition (*Roadkill*, say, or *Micro Machines*). You might learn to like it for the few thrillingly jostly corner incidents. ★★

UFO
Microprose £35

AP43 75%/85% CW
It's *Laser Squad* again. Except with perfectly-isometric 3D graphics. Oddly inconsistent (there's an involving stats bit and tedious air combat sequence in addition to the main clomping around an invaded town shooting things section) but still as fun as it ever was. Horribly sluggish when the aliens move, though, and you really have to play it from hard drive. (Hence the two marks – the lower's using floppy.)
★★★/★★★★★

UFO A500
Microprose £26

Thinking...
HIDDEN MOVEMENT

AP51 36% (66% hard drive version) CM
The same, except! It's unplayable on an A500, with forty-five minute waits between turns as the wee machine works out the aliens' movements. Obviously no intrusive loading on the hard drive game, but it's still hideously slow. Which is why the higher mark's for the latter version.
★/★★★

ULTIMATE SOCCER MANAGER
Daze £30

AP50 84% SF
Along with *On the Ball World Cup* and *Super League Manager*, one of the new wave of footy manny games that tries hard to be fun to play. Still stat-based, unfortunately, but with splendid presentation and those all-important 'human interest' bits as players complain about pay and conditions. You can even rig matches for financial gain. It's too easy, though, and the vaunted commercial bits (signing merchandising deals and the like) don't add as much as you'd have thought. Definitely third of the three.
★★★★

VALHALLA – BEFORE THE WAR
Vulcan £35

AP47 19% JN
The unspottable traps have gone, but the tedium remains. Four gigantic, obstacle-cluttered levels lay before your shambling, hamstringed would-be assassin, levels replete with embarrassingly simple-minded puzzles and people who give you silly objects. The use of speech is terrific, there are some entertaining puns and you can wander far and wide without obviously being blocked off, but all atmosphere is lost due to bunging hi-tech electronics into the mediaeval setting without justification, and you'll plod through to the end in a weekend. Horribly dull. ★

VIROCOP
Renegade £26

AP51 81% CW
And it's a big 'Hello Nurse' to Graftgold's (probably last) Amiga game, a sort of *Chaos Engine* set inside a computer, but we'll forgive it that. Flawless presentation and a hoot of a two-player mode (one drives, the other controls the tank turret) perfectly complement the spot-on level design and (yes!) immaculate attention to detail. And it's hard drive-installable. But – oh no! – somehow, peculiarly, there's no real feeling of danger as you play. It's all much more pleasant than, for example, exciting.
★★★★

VIRTUAL KARTING A1200
OTM £25

AP55 80% PM
Technically astounding race game which biffs around (oh lord) Fully Texture-Mapped 3D and periodically spins the screen and changes perspective to show off but cuttles its gaming fish (and quite a fish it is, ladies and gentlemen, what with zooming around mere inches off the floor in a go-kart, jockeying for position *(Jockey For Position – what an episode of Pinky and the Brain that was. – Ed)* and driving off the track to fiendishly cut corners) with some silly, silly flaws. 'Up' to accelerate, for example, and the computer cars never, ever getting knocked about in a crash (you, on the other hand, will always be sent spinning). We're willing to forgive it that for the magnificent experience of the game (it's quite unlike anything else on the Amiga, if lacking a feeling of truly terrifying speed), but you'll be better off waiting for the two-player *Virtual Karting 2* just after Christmas.
★★★★

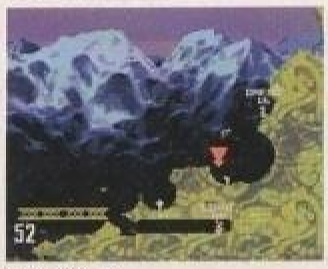
VITAL LIGHT
Millennium £30

AP48 11% JN
Appalling shoot-'em-up masquerading as a puzzle game. Watch a falling line of blocks, count the blocks to ascertain the dominant colour, select that colour to fire from your rotating gun so you destroy the line in the shortest time, turn your attention to the next line of blocks. Repetitive and boring and horrid. ★

VOYAGES OF DISCOVERY
Kompart £30

AP44 52% RP
Takey-turny naval-based wargame scuppered by no short-term goals and no 'feel' of competitive play, even though it supports up to four 'captains'.
★★

WORMS
Ocean/Team 17 £30



AP57 60% JD
Scorched Tanks, but 'clever,' which loses it almost everything it had in the first place. Entirely unnecessary extra weapons! Random wind to make everything randomly harder to hit randomly! Exploding dead worms severely damaging, for example, the worms who killed them! Extraordinarily strung-out games where you comfortably outnumber your opponent but his remaining worm gets a go every time you move! Mind-crushing tedium with more than two players as you wait up to 15 minutes for your turn! Play serviceably using only the bazooka and grenades! Excellent tunnelling bits! Amiga Format have stopped playing it now. ★★★

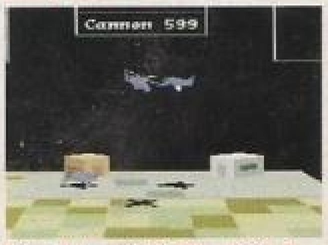
X-FIGHTER CD32
Thalion £TBA

AP51 60% JD
A worthy attempt at a beat-'em-up, with 32 fighters, worthy computer opponents, combos, 'special' special moves and the like. Regrettably, it's been astonishingly poorly programmed, with intrusively horrible, jerky presentation and shabby collision detection. You don't care about the generic streets-of-Detroit characters, either. Buy *Shadow Fighter*. ★★

X-IT
Psygnosis £20

AP47 80% CW
Soko Ban for the '90s. The 1990s, that is. No, hang on. In truth a push-block fill-hole puzzle game with all sorts of 'new' obstacles, features and things to pick up and use, and with nary a fault beyond the typical ones of stringent time limits and (remarkably pointlessly) lives. We've not seen a puzzle game for ages, but this is a good example of the type. ★★★★

ZEEWOLF
Binary Asylum £30



AP44 90% (A1200) 74% (A500) JD
Terrific helicopter arcade game that looks like *Zarch* (3D patchwork polygons) and plays like a terrific helicopter arcade game. 32 excitingly difficult missions, fantastic flying effects, glorious explosions, lots of differing missions, machine guns, rockets, air-to-air missiles, accidentally shooting down your allies, bullets hitting the water, one disk. It's awkwardly slow on an A500 (so knock off a star for that), but completely splendid on a 1200 machine.
★★★★★

ZEEWOLF 2
Binary Asylum £30

AP58 90% (65% A500) CW
Still the excellently excellentest chopper blast game, sprucer than the original, and DEAD ENEMIES DISAPPEAR FROM THE SCANNER. Remote link vehicles are the just-enough-to-justify-the-2 Sequel Gimmick (drive a tank! Pilot a boat! Etc!) but they're not properly exploited, and there are some foolish annoyances (being bounced between buildings, the fantastically fantastic mid-air chopper battles being dropped for limited-ammo missions later on) which make you wave your fist a bit. Drop two stars for the tortoisey A500 version. ★★★★★

THE CA

"These hand-cuffs aren't big enough for the both of us," whispered Oswald's guard, "so what are your last words gonna be?" "Er, isn't Ruby meant to kill me?" Oswald replied generously.

SOFTWARE

- *FIFA International Soccer* and *Hanna Barbera Animation Workshop* £15 each. Disks still sealed. **Hayley Oborn (01202) 893684 before 4pm**

- CD-Roms: *Aminet Set 2* £15, *UPD Gold* £15, *Ten On Ten* £20, *Weird Science Animation* £7. **James Crawford (01268) 573515**

- Boxed originals – *Sensible Golf, Leisure Suit Larry 3*, £15 each. *Midwinter, Ancient Art Of War In The Skies*, £10 each. *Nick Faldo's Golf, Second Samurai*, £5 each. *Arcade Pool, Hudson Hawk*, £4 each. Will consider swapping for good games. **Guy Pearce (01429) 880520**

- Boxed Originals – *Theme Park A500, Lemmings 2, Sleepwalker, Championship Manager Italia, Sim Earth*, £10 each. *Oscar, Italia '90, Pro Tennis Tour, Striker*, £5 each. Or the lot for £60. **Alex Bunce (01322) 529588**

- A1200 owners – *Super Stardust, Second Samurai, Theme Park, Nigel Mansell, Alien Breed 2, Trolls, Soccer Kid, Body Blows, Galactic, Morph, Aladdin, Chaos Engine.* All Amiga owners – *F1, Disposable Hero, Fly Harder, Player Manager 2, Apache, Mortal Kombat, Striker, Addams Family, Space Hulk, Premier Manager 3, Blob, F17 Challenge, Centurion, Overdrive, Shadoworlds, Rainbow Collection, Sierra Soccer, Populous 2, Benefactor, Arkanoid 2.* Prices range between £2 and £10. **Lee Stanford (01132) 713532**

- *Reach For The Skies*, £13, *Mortal Kombat*, £7, *Striker*, £5, *Yo Joe*, £13, *Body Blows*, £7. Possible swaps. **Peter Belcher-Truss (01598) 740636**

- Loads of games, all originals including *Cannon Fodder 1 and 2, Beneath A Steel Sky, Sensible Soccer, Chaos Engine A500.* Also, AMIGA POWER issues 1–53 including coverdisks and 100 other Amiga mags. **Paul Lancaster (01923) 829135**

- AMIGA POWER back issues for sale. Issues 1–10, £5 each. Issues 11–50, £2 each. Loads of other magazines also available. Send SAE for list. **Darren Hitchings, 26 Field Road, Mildenhall, Suffolk, IP28 7AF**

- Hundreds of boxed original games for A500, A600, A1200 and CD32. From *Alien Breed* to *Zeewolf*. All in superb condition and at cheap prices. Send an SAE for list. **Kevin Brown, 6A St Bedes Gardens, Cambridge, CB1 3UF**

- Hundreds of C64 and Amiga games, plus Amiga magazines, from 50p. All originals and in good condition. Send SAE for free list. **Marc Cobell, 57 Holdenhurst Avenue, Boscombe East, Bournemouth, Dorset, BH7 6RB**

HARDWARE

- A500, 4Mb, RAM board, auto config – very rare in this country, £250 ono. **Tony Collins (0181) 691 3590**

- A1200 with CD drive and 25 boxed original and eight CD32 games including *Zeewolf, Gloom, Virocop, Bloodnet*, original *Dynablaster* with four-player adaptor, *Guardian, Banshee, F1, Syndicate, Liberation.* **Peter Bushnell (01865) 875628**

- CD32, SX1 expansion unit, floppy drive, A400 keyboard plus well over 40 boxed original games including *Frontier, Liberation, Universe, B:A:S:S, Cannon Fodder, Super Skidmarks, Sensible Soccer* and loads more. £400 ono. **Steve Mann (01373) 471267**

- A1200, monitor, 170Mb hard drive, external disk drive, loads of utilities and games. Excellent condition. £400 ono including postage. **Julian Laing (01382) 455462 (Mon-Fri)**

- A1200 inc 4 Mb RAM cord (6Mb total), 80Mb hard drive, external disk drive, separately powered speakers, six joysticks, two mice, loads of disks, *SWOS, Chaos Engine, Cannon Fodder, Civilisation* and *Settlers.* All for £500. **Graham Wakerley (01273) 612302**

- Amitek Hawk 4Mb RAM board accelerator for the A1200 with built-in battery-backed clock. In mint condition and still with one-year warranty, £130. **Matthew Lawrence (01758) 712674**

- CD32 with two controllers and 14 games, £175 ono. Spare/replacement RAM board, 33Mhz FPU (no RAM provided), £50 ono. Blank disks (ex-PD titles), packs of 25 for £5 each. **Lee Stanford (01132) 713532**

- 120Mb hard drive for sale. Would suit GUP unit etc, £65. **James Crawford (01268) 573515**

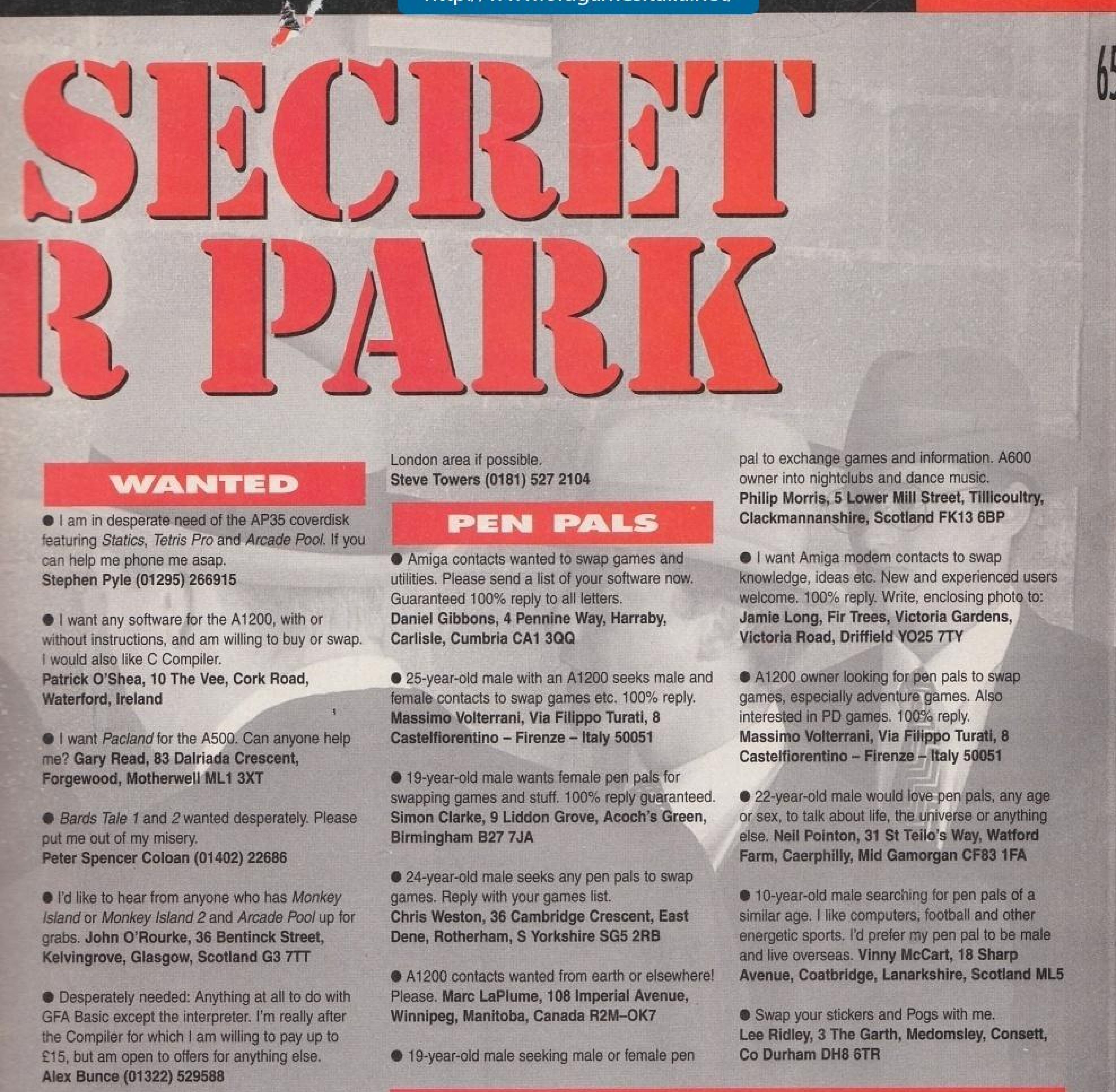
- A1200, joystick, mouse, pad, 24-pin printer, extra floppy disk drive, midi interface, 19 games including *Sleepwalker* and *Aladdin* (all originals), £200. **Patrick Apps (0181) 870 9623**

- Intel Pentium Processor upgrade – upgrades to 83 MHz. Upgrade your 33MHz I486 or 66MHz IDX2 to an 83MHz Pentium overdrive processor. Unwanted gift, still in packaging. Worth £250, offers considered or exchange for A1200. **David Lawrenson (01285) 740506 after 6.45pm**

- Zappo CD-Rom for A1200. Excellent condition with manual, box and power supply, *Guardian, Roadkill* and *Liberation* and £60 worth of CD magazines with demo CDs. All serious offers considered. **Stuart Barnes (01254) 853206**

- A1200, hard drive, colour printer, Wordsworth and approx 40 games, all boxed, £450 ono. Willing to split. Send SAE for list of games. **Chris Buncher, 76 Colum Road, Cathays, Cardiff, CF1 3EH**

- A500, 1Mb, 38 boxed games, hundreds of magazines and coverdisks, joysticks, mice, gamepad, all in excellent condition for £350 ono. **Des Hillier (0171) 769 3153**



SECRET
R PARK

WANTED

- I am in desperate need of the AP35 coverdisk featuring *Statics*, *Tetris Pro* and *Arcade Pool*. If you can help me phone me asap.
Stephen Pyle (01295) 266915

- I want any software for the A1200, with or without instructions, and am willing to buy or swap. I would also like C Compiler.
Patrick O'Shea, 10 The Vee, Cork Road, Waterford, Ireland

- I want *Pacland* for the A500. Can anyone help me? **Gary Read, 83 Dalriada Crescent, Forgewood, Motherwell ML1 3XT**

- *Bards Tale 1* and *2* wanted desperately. Please put me out of my misery.
Peter Spencer Coloan (01402) 22686

- I'd like to hear from anyone who has *Monkey Island* or *Monkey Island 2* and *Arcade Pool* up for grabs. **John O'Rourke, 36 Bentinck Street, Kelvingrove, Glasgow, Scotland G3 7TT**

- Desperately needed: Anything at all to do with GFA Basic except the interpreter. I'm really after the Compiler for which I am willing to pay up to £15, but am open to offers for anything else.
Alex Bunce (01322) 529588

- Desperately needed: any tips and cheats for any Amiga games (not A1200).
Jason Holdstock, 84A Parrock Road, Echo Square, Gravesend, Kent DA12 1QF

- I've been looking for *Weird Dreams* for the A500+ for ages and can't find it anywhere. I would be extremely grateful if anyone could help me.
Andy Hair (01482) 786169

- Looking for flight/submarine/boat sims. Must be boxed with manuals.
Gary Sawyer, 15 Goosecroft Gardens, Northallerton DL6 1EJ

SWAPS

- Swap my *Sensible Soccer* for *FIFA International Soccer*. **Samuel Carter (01553) 769793**

- I've got Amos Pro, boxed with instructions, for *Colonization A1200*, boxed with instructions please. London area if possible.
Steve Towers (0181) 527 2104

PEN PALS

- Amiga contacts wanted to swap games and utilities. Please send a list of your software now. Guaranteed 100% reply to all letters.
Daniel Gibbons, 4 Pennine Way, Harraby, Carlisle, Cumbria CA1 3QQ

- 25-year-old male with an A1200 seeks male and female contacts to swap games etc. 100% reply.
Massimo Volterrani, Via Filippo Turati, 8 Castelfiorentino – Firenze – Italy 50051

- 19-year-old male wants female pen pals for swapping games and stuff. 100% reply guaranteed.
Simon Clarke, 9 Liddon Grove, Acoch's Green, Birmingham B27 7JA

- 24-year-old male seeks any pen pals to swap games. Reply with your games list.
Chris Weston, 36 Cambridge Crescent, East Dene, Rotherham, S Yorkshire SG5 2RB

- A1200 contacts wanted from earth or elsewhere! Please. **Marc LaPlume, 108 Imperial Avenue, Winnipeg, Manitoba, Canada R2M–OK7**

- 19-year-old male seeking male or female pen pal to exchange games and information. A600 owner into nightclubs and dance music.
Philip Morris, 5 Lower Mill Street, Tillicoultry, Clackmannanshire, Scotland FK13 6BP

- I want Amiga modem contacts to swap knowledge, ideas etc. New and experienced users welcome. 100% reply. Write, enclosing photo to:
Jamie Long, Fir Trees, Victoria Gardens, Victoria Road, Driffield YO25 7TY

- A1200 owner looking for pen pals to swap games, especially adventure games. Also interested in PD games. 100% reply.
Massimo Volterrani, Via Filippo Turati, 8 Castelfiorentino – Firenze – Italy 50051

- 22-year-old male would love pen pals, any age or sex, to talk about life, the universe or anything else. **Neil Pointon, 31 St Teilo's Way, Watford Farm, Caerphilly, Mid Gamorgan CF83 1FA**

- 10-year-old male searching for pen pals of a similar age. I like computers, football and other energetic sports. I'd prefer my pen pal to be male and live overseas. **Vinny McCart, 18 Sharp Avenue, Coatbridge, Lanarkshire, Scotland ML5**

- Swap your stickers and Pogs with me.
Lee Ridley, 3 The Garth, Medomsley, Consett, Co Durham DH8 6TR

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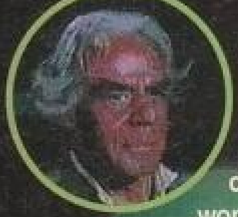
March 1996

TALES OF TECHNO TERROR FROM TOMORROW'S WORLD



Hello. I'm Raymond Baxter, and this is another tale of techno-terror from the vaults of Tomorrow's World. Have you ever wondered what happened to the House Of Tomorrow? Why we don't live in atomic homes controlled through belts and wires by giant computers in the attic? This tale might tell you.

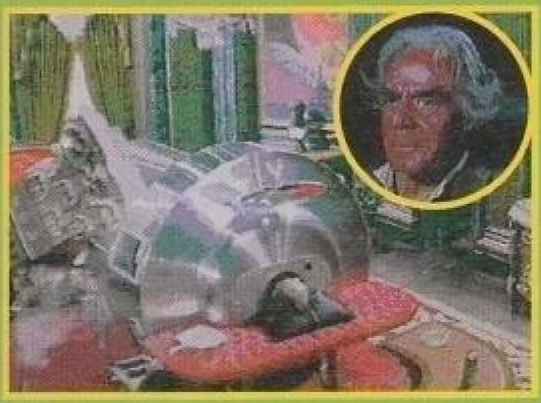
Your house is cosy and warm, and keeps your family safe from the rigours of the world. But what if, while you slept, your house turned against you? Where could you run?

It's 1959. In preparation for December's Ideal Home Exhibition, a team of young inventors strives to complete the House Of Tomorrow, a wonder of the modern age. It will be controlled by a giant computer housed in the attic. A family is chosen as the first to live in the House. They are the Browns: Henry, Bernice, Chrissie, Little Jimmy, Barkley the dog, tatty wastrel Uncle Edwin and old Grandpa Brown. Every modern convenience will be at their disposal. The young inventors are under great pressure to complete their work. Inevitably, corners are cut and a jumble of components is left on a workbench.

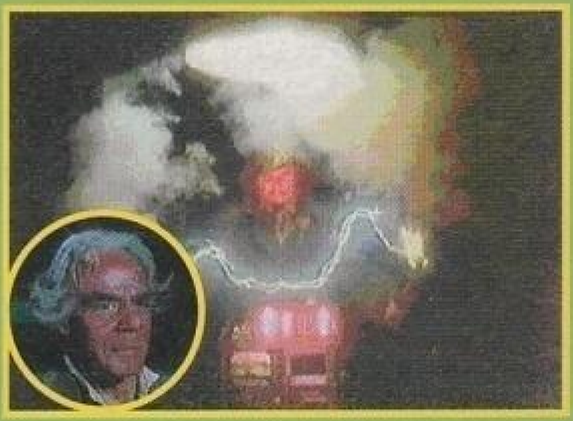
At first, everything is as it should be. The Browns are delighted with the modern life, from Grandpa's auto-atomic rocking chair to Barkley's time-delayed atomic feeding bowl. A week passes. All is working perfectly and a massive publicity campaign is prepared. The Browns don't think it worthy of reporting that Bernice has to pull the plug on the intelligent atom-cooker because she wants to prepare the special Sunday roast herself. Momentarily the lights dim.

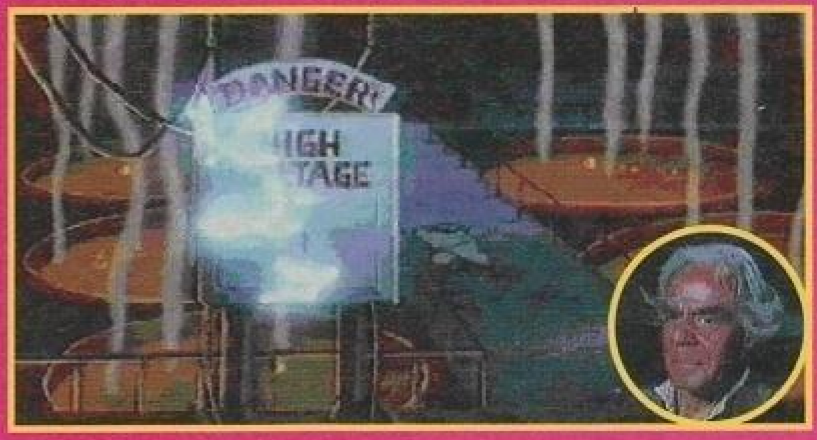
"You've hurt its feelings," scolds Chrissie. The Browns laugh.

Grandpa relaxes in the jet-powered atom bath, safe in the knowledge the giant computer brain in the attic is constantly modifying water temperature to maintain 'just right,' enjoying the experience of his first space-age wash. The auto-walls rumble. GLURRRRK!



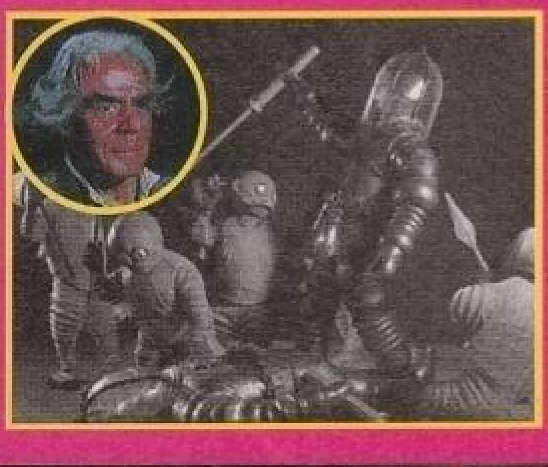
Stepping upstairs, Uncle Edwin is thrilled to discover the Music Room. Ignoring the electric saxophones and wirey pianos, he slips on the Super-Atomic Hurdy-Gurdy. A tear films his eye as he remembers his life on the streets with Micky The Monkey. He throws the switch. AAARGHH!





Little Jimmy explores the basement. Boys wil be boys! He finds the atomic-acidic high-voltage vats. Edging onto the precarious walkway dangling above the bubbling mega-pots, he lies down to see how long he can hold his breath. Look out! That spark! OOOOF-UUGGHH-EEEEEK!

Henry pauses as he bends to mop up the spilled drink. No need for manual labour in the House Of Tomorrow! He smooths out his hyper-atomic exercise suit and presses the button to summon the robot cleaners. They clatter towards him, oddly grim. OOYAH!



What better way for young Chrissie to learn about the wonders of physics than with the House Of Tomorrow's fully-functional parlour atomic power station? No need to worry about dangerous neutrino experiments – the House will take care of fail-safes automatically. OH NO!

The experiment was clearly a horrible, horrible failure. Consequently, the Browns were given trauma counselling and new identities as the Von Brauns, a family of Nazi rocket scientists. Additionally, the House Of Tomorrow programme was scrapped in favour of decentralising power through individual itty-bitty computers in the appliances themselves, such as we have today, for instance.

A strange footnote to this story of technological terror is that when workmen arrived at the site the next day to demolish the House, they found nothing. The House had gone. Some say it was so clever it just got up and went of its own accord. They never found it, of course. In 1973 the files were closed for good, although privately some officials maintain the first and last House Of Tomorrow is still out there, somewhere.

Join me, Raymond Baxter, next week for another tale of techno-terror from the vaults of Tomorrow's World. Sleep soundly, now.

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EDUCATIONAL

(N.B. This includes some games)

[illegible]	Storyland II	Create a childs adventure
[illegible]	Learn and Play I	Blackboard Maths etc.
[illegible]	Spelltris	A tetris spelling game
[illegible]	Education 1	Learn German
[illegible]	GCSE Maths	Syllabus taught disk
[illegible]	Astrology	Calculates positions of planets
[illegible]	Astronomy	A total concept disk
[illegible]	Colour The Alphabet	Educational spelling game
[illegible]	The Highway Code	All you need to know
[illegible]	Electronic Train Set (1meg)	Construct own train set
[illegible]	Treasure Hunt	Great kids game
[illegible]	Dinosaurs	Quiz on Dinosaurs
[illegible]	States of Europe	Information on this continent. Good
[illegible]	Communicate	Learn how to use sign language
[illegible]	The Internet	A guide to the Internet
[illegible]	Jigsaw (2 disks)	Match the pieces in to a jigsaw
[illegible]	Dunks DTP	Desktop publishing for kids
[illegible]	Barney the bear (2 disks)	Learn & meet animals
[illegible]	What's its Name (N)	Educational for kids
[illegible]	Word Play	Lots of puzzle games
[illegible]	Moorse Code Tutor (not 1.3)	Guide to Moorse code
[illegible]	Wraithed 1	Pub quiz style game
[illegible]	Education 3	Weather and climate

BUSINESS SOFTWARE

[illegible]	Journal	Accounts Program
[illegible]	Amibase Prof	Excellent Database
[illegible]	Text Engine	Excellent Word Processor
[illegible]	File-a-fax	As it sounds
[illegible]	Text plus VERSION 4	Excellent Word Processor
[illegible]	Amicash	Easy-to-use accounts program
[illegible]	600 Business Letters	All ready to print
[illegible]	Little Office	Word Processor, Database & Spreadsheet
[illegible]	[illegible]	Invoice maker
[illegible]	Easycalc	Excellent Spreadsheet
[illegible]	Phone Locator	Dialing codes for Britain

CREATIVE + GRAPHICS

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[illegible]	Label Designer	Various label printers
[illegible]	Clipart	Stars/Logos/Explosions etc
[illegible]	Clipart	Valentines and Weddings
[illegible]	Audio Animation Studio	Create Cartoons
[illegible]	Word Power	Solve crosswords & anagrams
[illegible]	Print Studio	Multi purpose printer utility
[illegible]	Garden Designer	Create your own garden, excellent graphics
[illegible]	League Database	Easy-to-use football editor
[illegible]	Turbocat Pro (not 1.3)	Excellent catalogue organiser
[illegible]	Signature Creator	Customise your signature

MISCELLANEOUS UTILITIES

[illegible]	Error Information	Explains computer crashes
[illegible]	Bar Tender (not 1.3)	Drinks and cocktail recipes
[illegible]	500 Plus Emulator	Upgrade for A500
[illegible]	Winemaker	Database for wine lovers
[illegible]	Lockpic V2.0	Uncover copy facilities
[illegible]	Easy Spell	Spell checker/helper
M414	Joke Disk	Thousands of jokes
M210	Pools Tools	For football pools
M299	Tee to Green	Excellent golf-scorer
M310	Personality Analysis	Type in answers to assess yourself
M311	Cop the Lot Pro	Updated lottery helper
M332	Virus Checker V6.5	New updated killer
M333	Disk Repair Kit	Salvages damaged disks

STAR TREKERS

D058	Enterprise Animation	Leaving the dock
D166	Star Trek Animation	Animations of USS Enterprise
D177	Star Trek Animation	Agatron No.17. More like above. Good
Ad005	All New Star Trek (2 drives, 2 disks)	USS Enterprise classic. Best One
Ad007	American Star Trek (2 drives, 2 disks) (N)	Graphic adventure
A072	Star Trek Game (N)	The Next Generation
N412	The Star Trek Guide (6 disks)	All the information you need
A081	Star Trek Quiz	Trek trivia

ADVENTURE GAMES

Ad005	All New Star Trek (2 drives, 2 disks).	USS Enterprise classic. Best one
Ad007	American Star Trek (2 drives, 2 disks) (N)	Graphic adventure
Ad523	Boomin Eck (not 1.3)	Professional looking platform game
Ad019	Dungeon Delver (2 disks)	Difficult adventure quest
Ad065	Pixie Kingdom (2 disks)	Tricky adventure game. Good
Ad070	Rings of Zon	Text and graphic adventure
Ad222	Neighbours Adventure (2 disks)	Bring Paul Robinson to court
Ad245	Iron Clads (2 disks)	Graphic adventure
Ad326	Wibble World Giddy	Really good platform game
Ad421	Glassback II.	Very good platform game
Ad500	The Devils Abode	3D Horror Adventure

ARCADE + PLATFORM

A535	Deluxe Gallagher V2.51 (not 1.3)	Excellent spacewars
A010	Breakout	Classic bat & ball game
A011	Blizzard	Horizontal shoot 'em up. High quality
A252	Leaping Larry	Jump up the escalators
A512	Transplant	Asteroids game
A165	Super Skoda	Car racing game
A520	The X Mass Project	Simplistic shoot 'em up
A529	Egg Scramble	One of the best platform games. Limited levels
A209	Games Galore Ten (N)	14 excellent games
A214	Parachute Joust	Fight for parachute on descent. V. good
A221	Revenge of Mutant Camels	Good. Similar to Centipede
A524	Assassins 245	Packman + 3D
A526	Assassins 247	China Challenge 2, Moose Drive and Antimatter
A527	Assassins 248 (not 1.3)	Air Fight, F-Ball and Mattix
A531	Assassins 249	Trooper, Cunundrum and Revolver
A534	Assassins 250	All-rounder, bobble and quadrille
A243	Tetren	Excellent Tetris clone
A247	Quiz Master	Quiz which includes Editor
A255	Amos Games	5 games including Glassback
A327	Tetris Pro	Tetris game with exceptional variants
A333	Icerunner (N)	Recom. Brilliant platform game. 10 out of 10
A338	Project Buzz Bar	Excellent Asteroid type game
A340	Depth Charge	Submarine game
A341	Earth Invader	The best Space Invader game
A433	Harry Haddock	Really good platform adventure
A434	Amiga Boy	Console games on Amiga!
A443	Nimble!	New. Addictive graphical platformer
A502	Cyberman	3D Pacman game. Excellent
A503	Chaneques (2 disks)	Like Lemmings. Good
A504	Rebellion	Asteroids shoot 'em up

STRATEGY + WAR GAMES

Sim013	Bullrun (N)	American civil war game
Sim513	Bridge	The card game
Sim102	Simulation 1 (1 meg)	Recommended. 5 games including Metro
Sim124	Napoleonic Warfare	High quality simulation
Sim528	Battleships	Classic game, computerised
Sim143	Card Shop	Well presented card games
Sim217	Act of War	Excellent strategy games
Sim218	Roulette	Casino classic
Sim220	Sub Attack (N)	Also landmine + bomber
Sim224	Strategic Games	3 excellent games
Sim410	Island	Excellent board game. Build hotels & money
Sim414	Diplomacy (N)	Classic, similar to Risk
Sim415	War (N)	Top quality 8bit strategy
Sim428	The Shepherd	Populous clone
Sim444	Ultimated Quiz	Pub quiz clone
Sim505	Scrabble	Board game, computerised

SPORT

Sp170	Amos Cricket (N)	'Owzat!
Sp208	Grand Prix Simulator (N)	Excellent
Sp256	Slamball	Management game of US football-type sport
Sp263	Soccer Cards	Simplistic league-based game
Sp299	Top of the League	Addictive football management game
Sp307	18th Hole (2 disks)	Excellent golfing game
Sp325	Mister Men Olympics (2 disks)	Excellent game for disks as reviewed in Amiga Computing
Sp337	Super League Manager 2.	Updated soccer management game
Sp372	Road To Hell	Well produced racing game
Sp376	Unsensible Soccer	Good football game
Sp429	A Day at the Races	Simple horse racing game
Sp530	Sport Challenge	Hype Olympics, lots of events
Sp532	Friday Night Pool	Pool playing simulation
Sp533	Poker Mania	Good Poker simulation

A1200/A4000 ONLY

U422	Balls AGA	Excellent lottery helper
U235	Sleepless Nights	Compilation of A1200 utilities
U324	Lottery Winner AGA	Helps you to win!
U334	AGA Killers	Updated virus killer
U399	Graphic WorkBench (2 disks)	Hard drive to install
U508	Videotracker 2	AGA demo creator
U285	Fairlight	29 meg of graphics on one disk
U289	State Of Art	Famous, quality demo
U290	Raving Mad Me	High quality music video
U291	Lethal Exit	Stunning demo
D300	Technotrack II	Move rave music
D305	Tina Small	Slideshow of model
D310	AGA Mansell	Nigel Mansell slides
D315	Minomist Rave	Great dance demo
D509	Phoebe Cates	High resolution slideshow
E214	A Beginners Guide	Learn all about WorkBench 3.0
E300	Speak & Spell	Good for learning youngsters
G321	AGA Klondike (3 disks)	Excellent patience card game
G322	Giger Tetris	Tetris clone
G339	AGA Megaball	Brilliant breakout game
G372	Mad Fighter	2 player Street Fighter game
G414	Motorola Invaders (2 disks)	Brilliant Space Invaders
G420	Pssst AGA	Arcade AGA game
G440	Missile Over Zenon (2 disks)	3D missile command
G441	To the Death	Street Fighter clone
G442	Excellent Card Games III	Restricted AGA version
G445	AGA Donkey Kong	Re-hash of original. Good
G506	Battle Duel	Multiplayer artillery game
G507	Samurai Showdown	Street Fighter clone
G510	Raketz V2.25	Multiplayer thrust shoot 'em up

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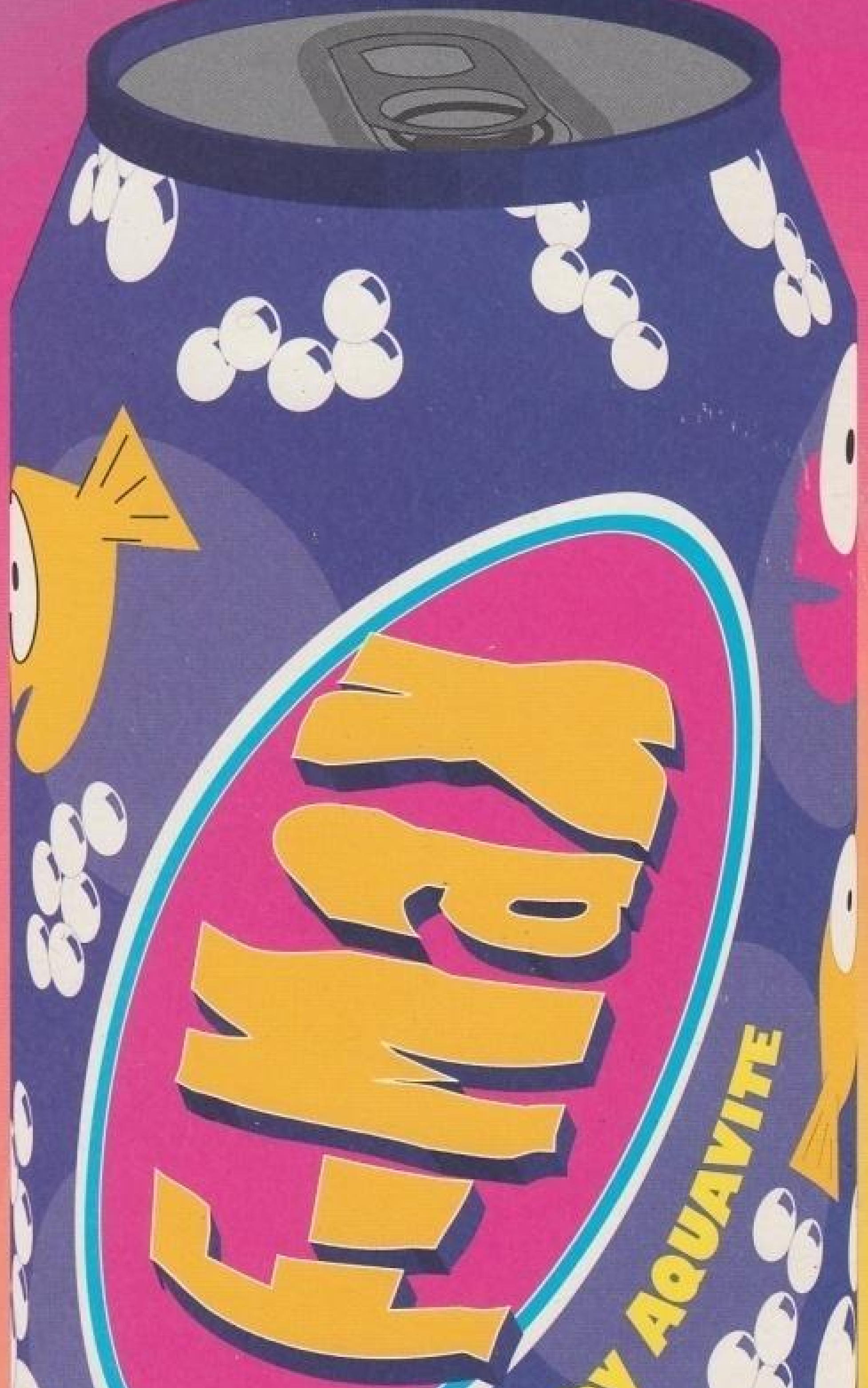
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